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EVN HERO

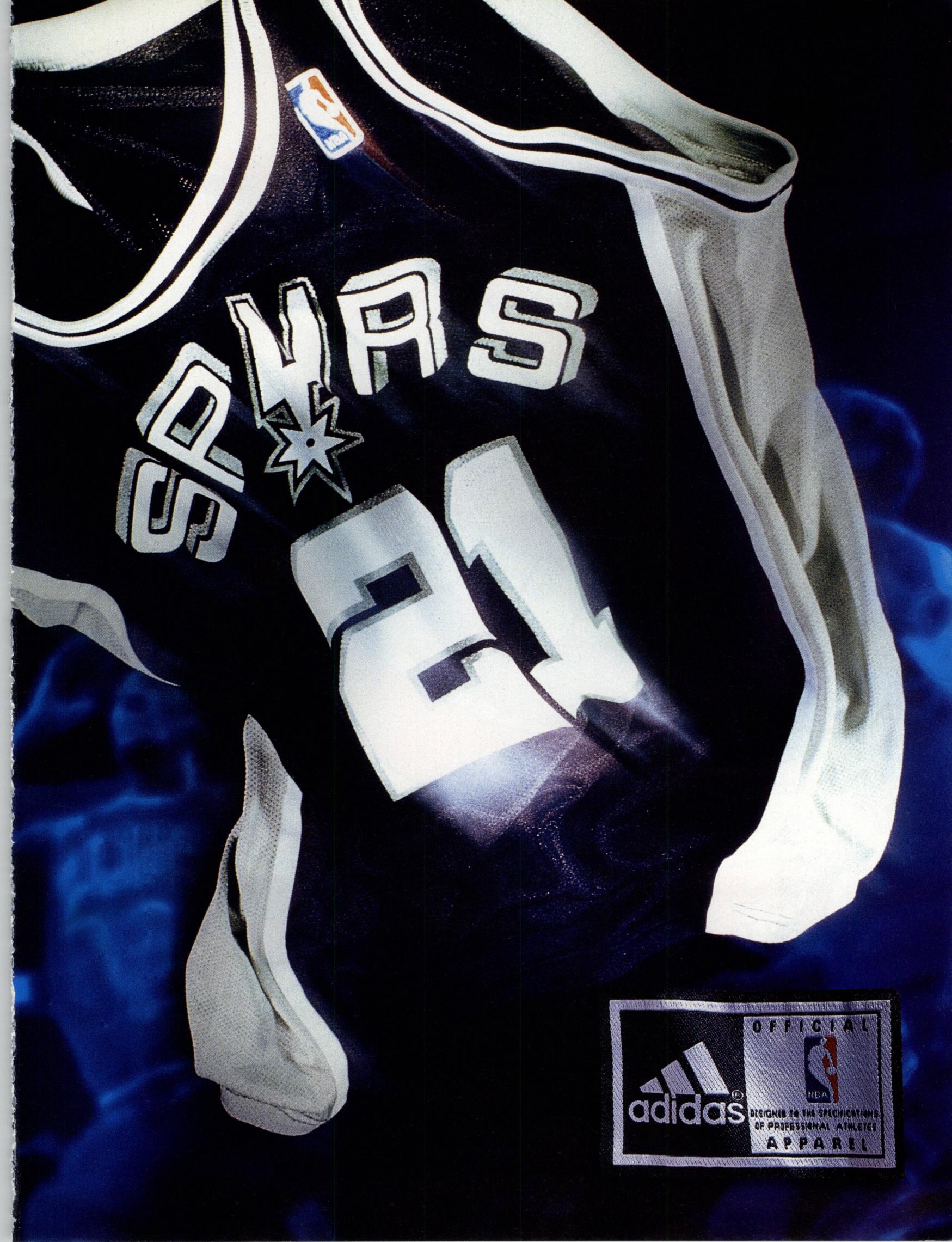


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Editorial Address

Official PlayStation Magazine
ACP Publishing Pty Limited
54 Park Street
Sydney NSW 2028
Telephone: (02) 9282 8356
Fax: (02) 9282 8862
Email: playstation@acp.com.au

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Reply Paid 4967
Sydney NSW 2001
Telephone: 1800 252 515 (Freecall)
(Monday to Friday 8.30am-6pm EST)
(02) 9267 1088 (after hours)
Fax: (02) 9267 4363
For New Zealand subscription details please turn to page 33.

The Official Team

Editor
Rob Pegley

Art Director
Judie Siu

Deputy Editor
Jason Hill

Chief Sub Editor
Fiona Tomarchio

Designer
Naomi Gordon

Staff Writer
Richie Young

New Zealand Correspondent
Dave Slade

Writers: Stuart Clarke, Steve Polak, George Soropos, Mike Wilcox, Roger Polak, Andrew Iredale, Mike Goldsmith, Pete Wilton, James Price, Steve Bradley, Sam Richards, Alex Bickham, Steve Merrett, Dan Mayers, Andrew Collins, Steve Faragher, Kieron Gillen, Dean Evans, Nicolas Di Costanzo, David Harrison, Stephen Lawson, Justin Calvert, Catherine Channon, Nick Jones, Oliver Hurley, Mark Donald, Keith Stuart, James Ashton, Andy Lowe, Paul Rose, Chris Buxton, Andy Butcher, Steve Owen, Daniel Griffiths, Nick Jones, Matthew Price, Howard Davidson, Joanna Foster, Peter Hill

Photography: Sophie Howarth, James Lauritz, Georgia Moxham, Cath Muscat, Rob Shaw, Richie Young, Allsport, Redfearn/Activision

Digital Imaging: James Budd, Kelly Dovey, Aaron Whitecross, Michelle Duggan, Klaus Müller, Clair Plitton, Nick Doves, Kirsten Robertson, Alvin Mannie

Behind the scenes

National Advertising Manager
Samantha Liddle (02) 9282 8290
Advertising Victoria Eiran Trehowhan
(03) 8823 6305
Production Manager Dean Porter
Production Editor Ruth Hayes
Editorial Coordinator Alison Miller
Marketing Director Karen Deveson
Senior Brand Manager Danielle Govers
Promotions Coordinator Natalie Gauwe
Distribution David Johnstone
Circulation Manager Carolyn Deall
Research Katrina Neal
Ad Sales Director Peter Zavec

In the suits

Publisher Chris Gibson
Group Publisher Nick Chan
Managing Director John Alexander

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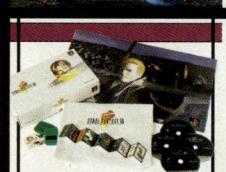
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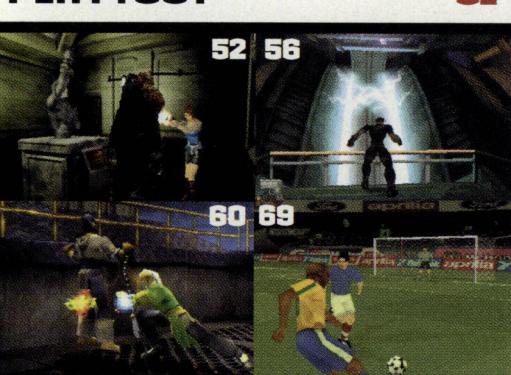
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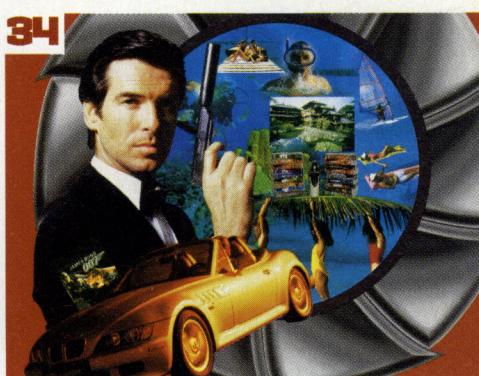
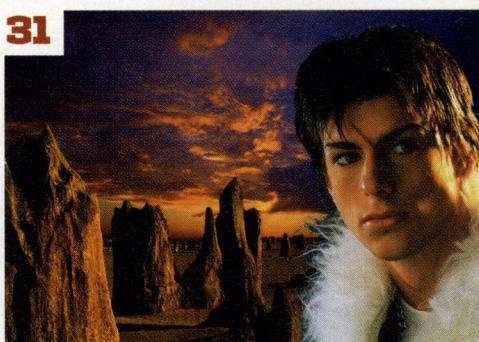
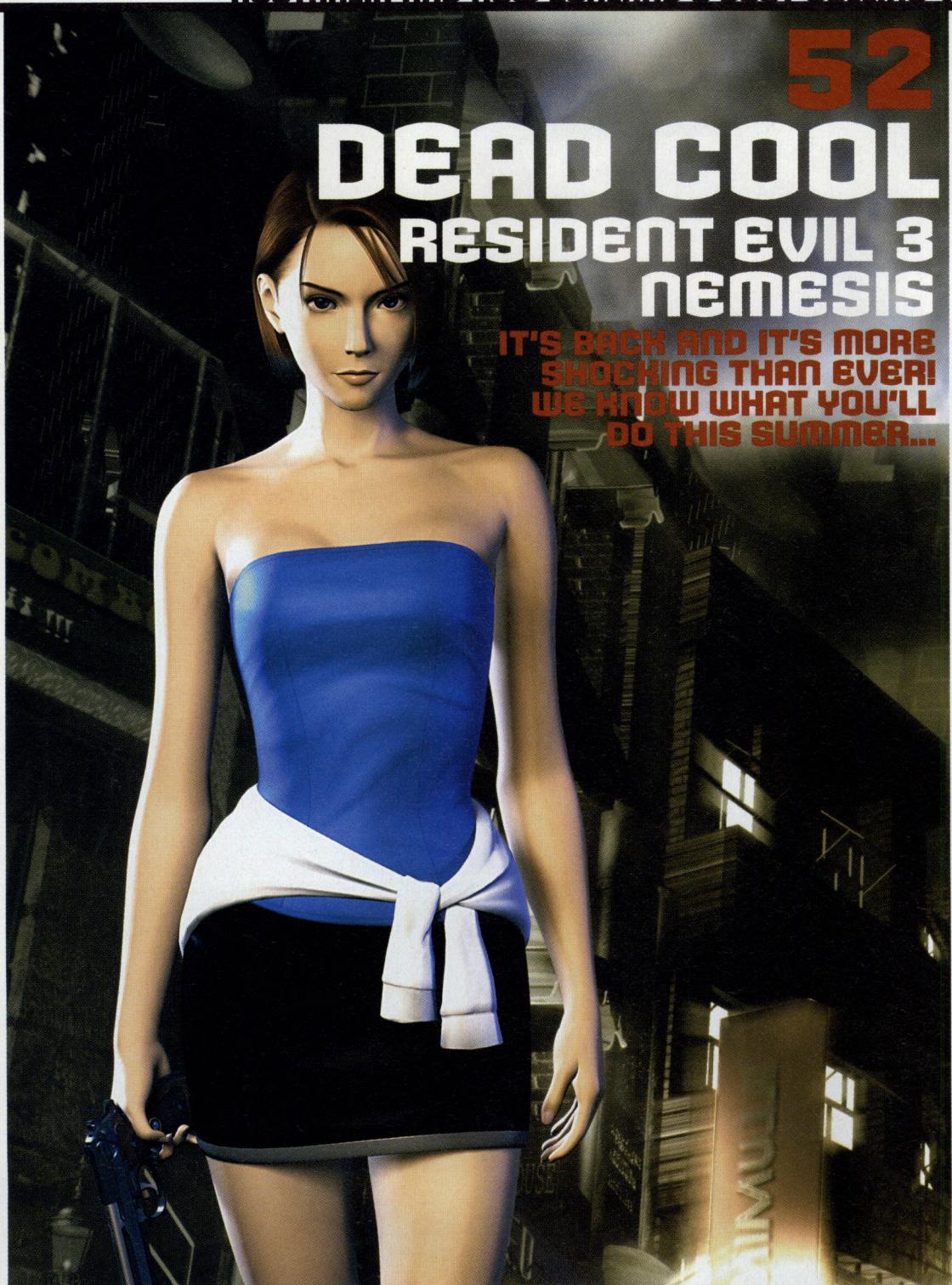
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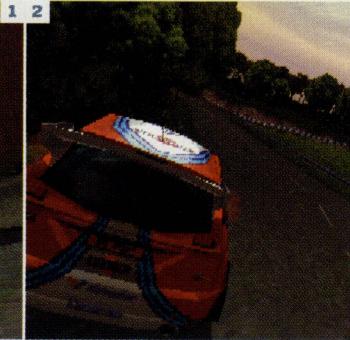




IF IT'S ABOUT PLAYSTATION
AND IT HAS HAPPENED THIS
MONTH, THEN IT'LL BE HERE...

Codemasters reveals its early 2000 line up:
McRae, Maniacs and Missed Blanks

Code Red



1-2. Colin's Ford Focus in its 700 polygon glory. 3-4. Leap like a Maniac across all manner of household surfaces. 5. Snooker so realistic you can smell the chalk. 6. Inch-high racing guys.

California may have Silicon Valley, but for PlayStation owners, micro-Mecca nestles in the UK's Warwickshire, down on Codemasters' silicon farm. Here amid the cows and barns, *PSM* visited the home of *Colin McRae Rally*, *TOCA Touring Cars* and *Micro Machines* to sniff out the latest Codemasters' produce.

First up, *Micro Machines 4*, which is now known as *Micro Maniacs*. Why? Because the rumours are true. The little people have ditched the wheels and now run riot on foot. As *Micro Maniacs* producer Richard Baxter said, "We'd gone as far as we could with cars. We really wanted to do something different this time so we've designed a completely fresh set of characters and lobbed them into a proper 3D game." Indeed, they have, and you can check it out on page 42.

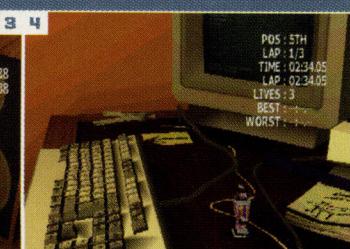
World Championship Snooker is a little more Victor Mature. Given the full TV sports treatment, it may not have the impact of a ball-in-a-sock, but there's a touch of class about hovering over a baize table amid the fully rendered plushness of the Crucible. The crowd coughs, the hushed commentary is perfect and the motion-captured players laconically chalk their cues and flick lint from their immaculate tuxes. There's a Master Class tutorial, a trick-shot section, and the physics engine is designed by an astrophysicist. Best of all, the cuing system not only shows the projected path of your shot, but also the likely course of the cue ball after impact — so you can clear the table and learn geometry all at the same time. Expect a celebrity endorsement (no, not Eddie Charlton) to follow.

Time then to mention that *Colin McRae Rally 2* looks gorgeous. Colin may have swapped his Subaru for a Ford but this game is going to be a triumph. *PSM* got hands-on and the difference betwixt original and sequel is shocking. The game engine has been refined to simultaneously produce more frames-per-second and a higher polygon count (700 on the car — up from 400). New reflection mapping techniques (where distorted scenery effects are superimposed on the bodywork) create a metallic sheen and the windscreens are semi-transparent. Oh yes.

More importantly, the motor falls to bits with even greater panache. The bumper hangs off like a broken jaw, scraping along the ground and eventually dropping off, the spoiler cracks, the boot flaps open, the bodywork bends, and the co-driver shouts abuse. Or at least he should. Meanwhile, the vanishing point horizon and sheer quality of the churned track textures create visuals that look more PC than PlayStation. What's more, tweaks to the in-game physics generate independent suspension, so the car now handles like a mud-skipping beast of rare beauty.

Last word to producer Guy Wilday, who took a high-velocity chunk of gravel in the face when researching live action rally, "We didn't want *CMR2* to be more of the same. So we're taking it apart and putting it back together to make it better than ever before." Remember, some producers were harmed during the making of this game.

Codemasters has *Colin McRae Rally 2* scheduled for a March release. We can't wait.



COLIN MCRAE 2 WILL BE SO FAST,
IT'LL LEAVE SKIDMARKS.





The Matrix: The Game

Matrix Makers in Secret Talks with Metal Gear Solid creators

Enter the Matrix by plugging into PlayStation2. Yes, the ultra-cool science fiction blockbuster is bound for PlayStation2. Larry and Andy Wachowski, the brothers who wrote and directed the movie, have been talking to companies like Konami, Capcom, Namco, Shiny and Eidos about designing the game.

"If things work out the way we want them to, the videogame will be released when the next movie comes out and it will actually have something to do with the movie," Larry and Andy revealed in an on-line chat session at WhatIsTheMatrix.com.

The Internet was recently abuzz with rumours of a *Metal Gear Solid* movie after

Hideo Kojima, creator of *Metal Gear*, had a top-secret meeting in Japan with the

Wachowski brothers. President of Shiny Entertainment, Dave Perry, told website IGN that he had also been approached. "I can't say much, but I've spoken with them [the Wachowski brothers] about making the game," said Perry. "Not all movies make great

videogames, but this one would. Andy and Larry love playing games and they know what they want to do. They really care and they want total control over it."

Currently, there are two sequels to *The Matrix* being written. The two movies will be shot simultaneously in Australia, where the first was filmed. Lawrence Fishburne (Morpheus), Keanu Reeves (Neon), and Carrie Anne Moss (Trinity) are all confirmed to star. The immediate sequel will arrive in the year 2002, perfect timing for a game to be developed.

Meanwhile, details have begun to emerge on the next *Metal Gear* game for PlayStation2. PSM has spoken with a Konami insider, who tips that this time Solid Snake is set to invade New York. *Metal Gear 2* is also believed to feature two playable characters. Snake is obviously one, but who's the other? Meryl?

We'll keep badgering Konami for more info.



Soon you'll be able to play *The Matrix* and the sequel to *Metal Gear Solid*.

Blood on the Canvas

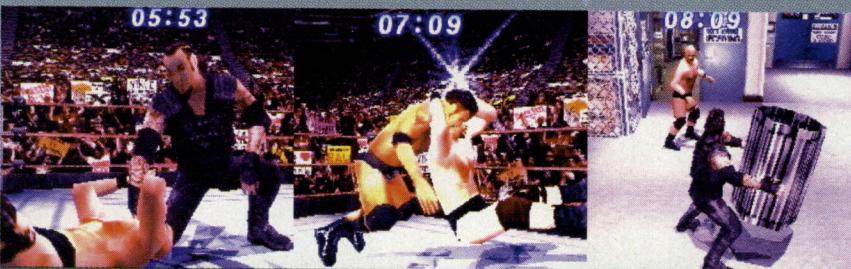
Extreme Championship Wrestling to provide hardcore action

Acclaim, publishers of *WWF Attitude*, has given up the WWF licence in favour of Extreme Championship Wrestling and is working on a new game modelled on it.

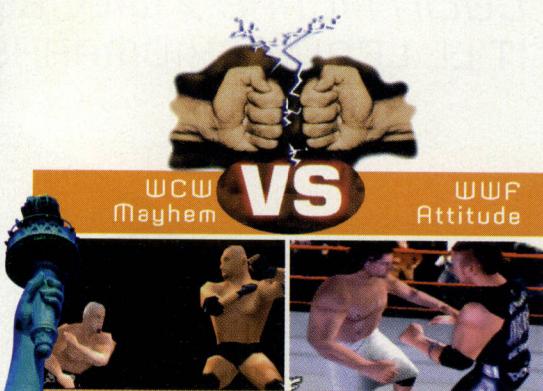
ECW is basically a hardcore version of the major leagues and is becoming increasingly popular in the United States. PSM saw a video of an ECW event, which included four burly blokes wearing pants up against one girl, not in pants. Hardcore

indeed! While it's still choreographed in the same way as the other leagues, the ECW features more realistic violence and actual shedding of blood is not uncommon. Expect to see the new game in the first half of this year.

Meanwhile, THQ has taken up the previous WWF licence and is intent on bringing out *WWF Smackdown* soon. A whole world of wrestling thrills and spills awaits.



It's crash, slam, wallop, "Nurse!" as Acclaim gives its WWF licence the elbow in favour of more hardcore fighting.



The Diamond Cutter or the Mandible Claw? The two biggest wrestling leagues have thrown us their new games. PSM uncovers which has the best finishing move.

WCW Mayhem	Game name	WWF Attitude
------------	-----------	--------------

\$79.95 (NZ\$99.95)	Price	\$89.95 (NZ\$99.95)
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EA	Developed by	Acclaim
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The WCW league has a fine stable of superstars, 60 of which appear. This is <i>Mayhem's</i> biggest drawcard, although the gameplay and graphics aren't as flashy as the wrestlers themselves.	The lowdown	<i>Attitude</i> outclasses <i>Mayhem</i> in most aspects of gameplay and is more visually pleasing. There is, however, still scope to further improve on what has been achieved in <i>Attitude</i> .
--	-------------	--

Verdict

Unless you're a die-hard fan of the lesser-lycra league, steer clear of this one. Its graphics and gameplay are disappointing and the fun will fizzle too quickly.	Graphics are cleaner, and there are plenty of options to keep wrestling buffs satisfied. Great collisions, sophisticated special moves and the WWF wrestlers await...
--	---

Revolutionary Action

BROKEN SWORD CREATORS CRAFT A METAL GEAR BEATER

Think *Metal Gear* was cinematic? Well Sony has just released a few details of a game that could take the PlayStation into a whole new realm of nerve-jangling tension. *In Cold Blood* has been shrouded in mystery for a while now, but PSM is now privy to a few details. Revolution Software, the company responsible for *Broken Sword*, is developing the game, so we can expect an intricate and absorbing plot. Described by Sony as having "a storyline to rival the best Hollywood blockbusters", it's apparently a hybrid of stealth action and hi-tech weaponry. Charles Cecil, Revolution's MD, confirmed only that *In Cold Blood* will be narrative driven and is due for release in May.



Movers and Groovers

Twister meets PlayStation meets Saturday Night Fever

“Only in Japan” goes the cliché, but one gaming craze is set to make the long flight from Japan and enslave our nation. The name? Bemani, the collective phrase for the funk-ed up collection of music games developed by Konami.

So what is it? The idea’s simple. Prompts appear on screen in time with the music and you simply have to react in time. Rather than merely prodding a joypad, each bemani game comes with its own bespoke controller — *Beatmania* comes with a Technics-style turntable controller, *Dance Dance Revolution* has a Twister-style mat (see main photo), *Guitar Freaks* is packed with a mini-guitar, while *Drum Mania* will feature a drum pad kit when it’s released for the PS2. Hit the controller button at the right time and you’ll win. Miss and you’ll lose. Think PaRappa meets Simon and you’re on the money.

What else? Nothing. The game graphics are almost risible, the music is thankfully being converted for Western sensibilities, and the whole thing is drop-dead bonkers. In fact, the whole bemani phenomena is so damn bizarre it’s guaranteed to succeed, and we’ll see when *Beatmania* hits our stores in Autumn with *Dance Dance* — and that wonderful, wonderful dance mat — to follow a few months later. A revolution begins...





Cool Boarders 4 emphasises accurately timed jumps...



...And features a four-player 'party' mode for your mates.

Sony will soon give PlayStation owners another chance to shred powder. 989 Studios has already nearly finished work on *Cool Boarders 4*.

Most notably, this new snowboarding sim will feature four-player mode. Four-player action hasn't been seen before in a snowboarding game and this should set *Cool Boarders 4* ahead of this increasingly crowded field. Apart from fantastic improved graphics and gameplay true to the *Cool Boarders* series, four-player mode will give *Cool Boarders 4* that added party appeal!

PSM has played a preview version of the game and can report that it will include real pros and custom-designed boards. The graphics of the game appear both faster and smoother than its predecessors, and the mountains remain very well designed with a good balance of speed and tricks.

Cool Boarders 4 hasn't only had a cosmetic make-over; the gameplay will also have a slightly larger emphasis on the accurate timing of jumps.

Cool Boarders 4 is shaping up to be a gem. Watch out for a big preview in next month's *PSM*.

BYTES

Infogrames is still doing its *Pac-Man* impersonation, gobbling any company in its way. The French giant has now snaffled GT Interactive, who brought PlayStation owners the likes of *Driver* and the *Oddworld* games, for a measly \$135 million. GT's Australian headquarters looks likely to remain open. In the past 12 months, Infogrames has taken over companies including Ocean, Philips Media and Ozisoft.

Take-Two Interactive has grabbed the rights to develop *Duke Nukem* games for the PlayStation2, as well as games based on the *Austin Powers* movies. Groovy.

Australian special effects team Animal Logic has created the TV commercial for *Tomb Raider: The Last Revelation*, to be screened around the world. Previous work includes Lara's Lucozade ad and the special effects in *The Matrix*.

The Gathering of Developers has snared the rights to publish games based on the cult film, *The Blair Witch Project*.

Industry-legend Peter Molyneux has signed with Activision to create two PS2 titles. His PC credits include *Theme Park*, *Dungeon Keeper* and *Black & White*.

Chase The Express is a forthcoming *Metal Gear*-alike. The action is set on an express train travelling across Europe, with three main characters.

ALLSPORT

Activision Hit the Throttle

TAKE OFFENSE AGAIN - MORE ROAD RAGE IN VIGILANTE 8: 2ND OFFENSE

The sequel to drivin', shootin', smash 'em up *Vigilante 8* is about to hit store shelves. As in the original, you get to race around an arena crushing and shooting anything foolish enough to get in your way. The new game promises more cars, new arenas and, of course, even more weapons of mass destruction.

"*Vigilante 8: 2nd Offense* will take another leap forward in redefining the current state of combat driving," claimed Activision's Mitch Lasky.

Developers Luxoflux

Corporation have 18 characters lined up for its '70s-style motors, eight of which were featured in the original. You'll be able to upgrade the cars with hi-tech gadgetry, and race round 12 deathmatch arenas spread across the United States.

The emphasis this time is on the Quest Mode, which is being designed on a much bigger scale than before, with more challenging objectives for your road rage skills. Is this *Carmageddon* with guns? Maybe, just maybe...



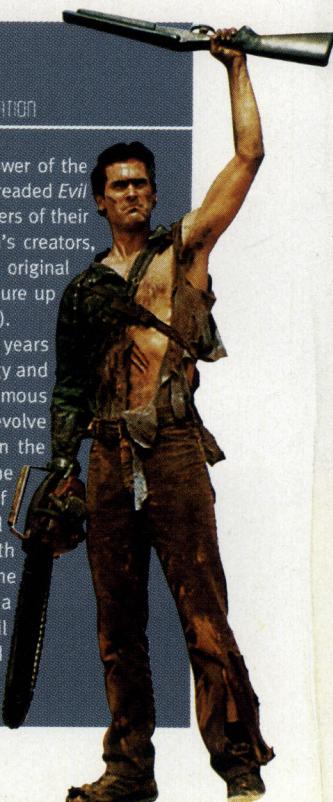
Hone your combat driving (and road rage) skills in *2nd Offense* instead of the freeway.

Ashes 2 Ashes

TAKE A DEEP BREATH
GIVE DEEP RE-AIMED ON YOUR PLAYSTATION

THQ has invoked the forbidden power of the horror film licence to manifest the dreaded *Evil Dead: Ashes 2 Ashes*. Other members of their black magic circle include the film's creators, Sam Raimi and Robert Tapert, and original star Bruce Campbell, who will conjure up the voice-over (as he did *Pitfall 3D*).

The game will take place eight years after the final episode of the trilogy and will feature a return to that infamous lost cabin in the woods. Events revolve around Ash, the lead character in the film, and his problems with the Necronomicon Ex Mortis (Book Of The Dead). But be warned, this will be an adult game, awash with grasping zombie flesh. Time for some judicious pruning then. With a chainsaw. Luckily, you've got until next year to stiffen your psyche and say your prayers.





Get Your Motor Running

The delay of *Gran Turismo 2* spoiled many PlayStation owners' plans this holiday season, but it's on track for a release next month. *PSM* caught up with Sean Kelly, Producer of the PAL version of *Gran Turismo 2*.

Q: There are a lot of disappointed PlayStation owners out there. What was behind your decision to delay *Gran Turismo 2*?

A: Bottom line, tuning. Better that we release a game 100 per cent right a little later, than 90 per cent right too early.

In terms of the number of real cars in *Gran Turismo 2*, there are over 600, and over 1000 if you include the fantasy race models. One of the things which has kept people playing *Gran Turismo* for so long is that it just feels right. You get a huge variety of driving experiences, but they all feel right, and you always want to know 'What'll happen if I change this? If I tweak that, can I get a couple of seconds off my times?' It was a huge balancing act on the first one to get the money/skill/car thing balanced, and feeling like a good progression. With four times as many cars in *GT2*, and with the rallying thrown in for good measure, you can understand that the gameplay tuning with this many cars is a mammoth task, and one which has to be got right. I'd rather have people disappointed with the delay, rather than disappointed with the game.

bring the PAL release date as close to the Japanese release date whilst maintaining the quality of every aspect, so that people aren't kept waiting too long.

Q: Tell us about the rally section. How does it compare with games such as *Colin McRae* and *V-Rally 2*?

A: The rallying feels absolutely brilliant, and by my reckoning is the most realistic and spectacular rallying experience on PlayStation. That said, *Gran Turismo* is a driving simulation, whilst *Colin McRae* and *V-Rally* are rallying simulations. The rallying in *Gran Turismo* is an aspect of the driving that you get to experience, but we haven't based the whole game around it, which I think is a big difference. In terms of driving experience, *Gran Turismo 2* offers much more than just one style.

Q: You've got rallying, street racing and the normal *GT* racing. *GT2* certainly sounds like value for money. Are you trying to put everyone else out of business?

A: Not really. I think there's room for many different driving games. I love *R4*, for example, and *Speed Freaks* — both driving games, both absolutely brilliant, but both very different and distinctive from *Gran Turismo*.

reasons. Some were tied to exclusive deals with other companies, and one was even in the middle of being bought out by another manufacturer, and consequently wasn't in a position to sign any licensing deals.

Q: And what about courses? Is there a European slant to these?

A: Yes, we've got a course around Rome, which people have probably seen on the demo, and a couple of others with a European feel. The Rome circuit especially is absolutely fantastic — especially on the night drive.

Q: Can you race all the cars on the courses? For example, could you take a muscle car on a rally track?

A: Some of the cars are transportable to different environments but not all. Obviously, as it's a simulation, we've kept our roots in reality, and smashing up a brand new Aston on a rally track is not something you would ever contemplate doing in real life, so it doesn't feature in *Gran Turismo*.

Q: Will you be able to damage your car this time?

A: You can damage the car, but whilst it'll influence how the car handles, it's not reflected in the look of

"The gameplay tuning ... is a mammoth task... I'd rather have people disappointed with the delay, rather than disappointed with the game"

Q: Does the delay mean that there will be more features in the game?

A: There'll be some surprises for people, but the extra time will be spent getting what we've got in there already working perfectly.

Q: Aside from 'getting the game out on time', what is the biggest challenge in producing *Gran Turismo 2*?

A: Well, there's not much point in messing with the actual gameplay as such, Kazunori's got this sussed anyway, so it's making sure that the game has a solid European flavour. That's meant getting involved in the dealing with the European manufacturers, and licensing of the cars with Birgit Zich, the Product Manager for *GT*, over the last 18 months. I'm also responsible for the European soundtrack, and the quality of the on-screen localisation for Europe and making them as good as possible. That said, the biggest challenge on this front is the sheer scale of the product, and the desire to

But, yes, *Gran Turismo* offers a huge amount of value for money, and I think it's that depth that keeps people coming back to *Gran Turismo*, and which will have people playing *Gran Turismo 2* for years.

Q: What about the cars? We understand that there are a lot more European manufacturers in there this time.

A: Yep, loads of 'em. As I said earlier, myself and Birgit have been talking to various manufacturers for over 18 months now. Pretty much as soon as we'd finished *GT*, Kazunori came up with his wish list of European manufacturers and cars, and we had some of our own that we wanted to get in there. From then it was a case of trawling round all the car shows in Europe introducing ourselves to the European manufacturers, and getting them interested in working with us.

Q: Are there any manufacturers that you would have liked to include? Did anyone turn you down?

A: There were some that we couldn't get for various

the car. It was important that we didn't get into a situation where some cars could look damaged, but others couldn't. Plus, the PlayStation can only hold so much graphical data. If we'd included crumpled polys, and different models, we'd have had to sacrifice the look of the game somewhere else.

Q: How has the licence system changed?

A: There's more, and different skills are needed to pass some of them. Again, it's ensuring that people can handle the car before they get to some of the beasts, to make sure they don't become frustrated with the gameplay. The good news is, licence data from *Gran Turismo* is transferable, so if you bring over a save, you'll find that some of the tests are automatically 'passed' if you've passed the equivalent test in *Gran Turismo*.

Q: What does the future hold for Polyphony Digital?

A: A day or two resting once we master *GT2*, I reckon, and then straight on to finishing *Gran Turismo 2000*. 

Catch the exclusive Australian review of *GT2* in next month's *PSM*.



ton of stuff...

There are hundreds out there and they're easily mistaken for the real thing. No, we're not talking about boob jobs. We're talking about crap games. And **Jason Hill** knows 100 ways how to spot 'em.

01 The cover blurb says "In Full Color!" or "In Amazing 3D!"

02 There's a quote from a magazine you've never heard of.

03 There's no screenshots of the game itself, just the intro and menus.

04 The back cover blurb is in 12 different languages.

05 The blurb says "action-packed" or "thrill-a-minute".

06 The cover art looks like it was done in *Romper Room*.

07 It's been reduced from \$89.95 to \$19.95.

08 There are five different price tags all on top of each other.

09 The manual contains 45 pages of background on the characters, and half a page on the actual game.

10 It's got a big "As Seen on TV!" sticker.

11 It's based on a movie.

12 It's based on a television show.

13 It's based on a cartoon.

14 It's based on a comic.

15 It features a B-grade celebrity in the game's title.

16 The case is cracked, indicating it's already been returned at least once.

17 There's an exclamation mark after the game title.

18 You get a free toy if you buy it.

19 The manual is in 78 languages.

20 The game has more bugs than Windows 95.

21 There are spelling mistakes in the manual.

22 It was ported over from the Nintendo 64.

23 The main character looks like the star of an Atari 2600 game.

24 It comes out the week before Christmas.

25 The game box mentions the "hi-res graphics" 19 times.

26 The word "frenzy" is used liberally.

27 Times New Roman font is used on the cover.

28 The shop assistant breathes a sigh of relief when it's sold.

29 Words are deliberately spelt wrong to try and make it cool, like phantastic, gr8, kool, phat and dek.

30 There's a "Product of Afghanistan" sticker on the back.

31 The main female character has size 53 breast implants.

32 It's a shooting game but it doesn't support the G-Con.

33 No magazines have reviewed the game because the distributor won't send out advance copies.

34 The full-motion video intro looks like it was shot on a HandyCam.

35 It has been hyped mercilessly but keeps getting delayed.

36 The game is excessively violent and gory, with no relation to the plot whatsoever.

37 It's being marketed for girls only.

38 It stars a washed up Hollywood has-been.

39 It's a point and click full-motion video adventure.

40 It's a 3D version of an arcade "classic".

41 It's a compilation of 20-year-old games that you wouldn't

have paid 20 cents to play 20 years ago.

42 The game is trying to pass itself off as another title.

43 The screenshots look like they're for the Game Boy.

44 The main character has a ridiculous name like Rascal or Lomax.

45 More than one game genre has been squished together.

46 The menus are in Japanese.

47 You finish a level in under a minute while having a go in the local games shop.

48 You can beat your opponent just by randomly bashing buttons.

49 It's a pinball simulation.

50 It's a fishing game.

51 It's a gambling simulation.

52 It's based on a board game.

53 It's a wrestling game.

54 It's rushed out in time for a major event like the Olympics or World Cup.

55 The title is a lame joke like *Plane Crazy* or *Running Wild*.

56 It's a *Wipeout* clone.

57 It features the Spice Girls.

58 The distributor is running ads without showing screenshots.

59 The second-hand shop has 30 copies at \$9.95 each.

60 In interviews, the designers compare their baby to other games that have sold heaps.

61 It's been discounted a week after release.

62 Your Mum bought it for you.

63 You need a nuclear science degree to understand the plot.

64 The music sounds like it was produced by a grandma on an organ.

65 You can't save your progress onto Memory Card.

66 The game crashes more often than *Colin McRae*.

67 It doesn't work with your Dual Shock controller.

68 It's in the discount bin at Tandy.

69 There's a girl in a G-string on the cover.

70 A bloke with a cockney accent is trying to sell it out of a car boot.

71 The main character wears a baseball hat backwards to try and look hip.

72 You get a free T-shirt, and it looks like it came from the op-shop.

73 It's released as a "rental-only".

74 Some D-grade celebrity with a bulging wallet swears it's the best game he's ever played.

75 It's a spin-off from a game/movie/television show that wasn't any good in the first place.

76 It has a tacky, sci-fi plot set in the distant future, in a world gone wrong.

77 The graphics are so blocky it looks like they're made of Lego.

78 You press the joypad and there's a three-second delay before anything moves on screen.

79 It looks like a Mega Drive game.

80 A mate who likes *Attack of the Saucer* recommended it.

81 You get two for the price of one.

82 It has guns with stupid names like the Exterminator 3000.

83 It's the sequel to a game that sucked.

84 The game's designers say it's "interactive".

85 The cover looks like it's been photocopied.

86 PSM gave it 2/10.

87 The Mighty Morphin Power Rangers are featured.

88 The effects sound like they were recorded on a Dick Smith dictaphone.

89 The screenshots look suspiciously like the PC version.

90 Your grandmother likes it.

91 The manual's Japanese translation spells words phonetically.

92 You once saw the idea in "It Should Be a Game".

93 There's only one button that does anything.

94 It sends you to sleep quicker than a Mike Tyson left hook.

95 The camera angles make you want to throw up.

96 Dust flies off the cover when you pick it off the shelf.

97 The shop assistant seems surprised they've still got copies lying around.

98 Your stingiest mate is using it as a coaster.

99 The game has product placement.

100 Cryo makes it.

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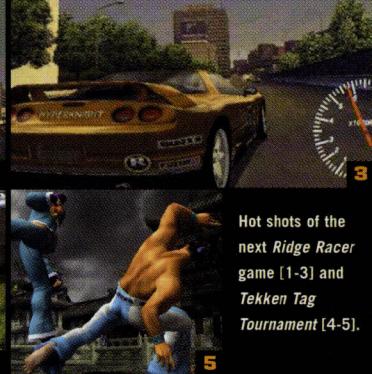
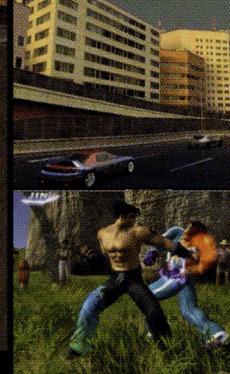
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PlayStation Too!

More Games Emerge for the Next Gen Console



Hot shots of the next *Ridge Racer* game [1-3] and *Tekken Tag Tournament* [4-5].

The snowball keeps on rolling. While Sony revealed 84 PlayStation2 titles at the Tokyo Game Show, the total number of titles has now risen to more than 160, with approximately 20 games ready for the March launch. Here are the best rumours out of Japan at the moment:

- * Square plans to have two PS2 games ready for launch, one being *The Bouncer* and the other to be announced. Two more titles will appear in the summer.
- * Konami will release *Drum Mania* at launch, with the special *Drum Mania* controller also available. The PS2 version

will have a new Edit Mode, enabling you to swap data with friends and download new songs from future arcade updates.

* *Everybody's Golf* developers T&E Soft will release *Golf Paradise* at launch. Confirmed features include an Automatic Course Making Mode.

* Tecmo will release a PS2 version of *Ninja Gaiden* in the US by the end of the year.

* New shots of *Kessen*, Koei's feudal/strategy launch title, show more than 300 on-screen characters, each operating independently. Better still, a

preview demo disc of *Kessen* and special T-shirt will be included in Koei's *Large Sea Navigation IV: Estado* game for the original PlayStation.

* Namco has confirmed both *Tekken Tag Tournament* and *Ridge Racer V* will ship for PS2 at launch.

* Developer Whoopie Camp is allegedly working on a PS2 version of *Tombi*. A PS sequel to the game will be out soon.

* Currently heading to Dreamcast, *Biohazard: Code Veronica* is allegedly being optioned for a PS2 conversion. Chris and Claire are coming home!



Trends come and trends go, especially here in Japan, the home of the five-minute fad.

But 1999 gave birth to two game strains that won't be going anywhere — the Bemani music genre and survival horror.

With the recent release of *Biohazard: Last Escape* and *Galerians*, plus *Parasite Eve II* and *Biohazard: Gun Survivor* on their way, survival horror has gripped Japan to an extent unmatched by any other recent genre. *Last Escape* sold an incredible one million copies in its first week.

Why the appeal? Are Akihabara's gaming masses bored with cutesy Kawaii graphics? Is the disturbing rise in suicides among Japanese youth being reflected in their choice of games? Can we expect legions of undead otaku to rise from their graves and chew the faces off innocent shoppers?

No, not really. Japan has always had a penchant for the horrific (check out *Devil Man* or any of the other horror-flavoured anime) and the fact is it's only recently that developers have been able to successfully translate this genre on to PlayStation — releasing thriller not filler and finally developing thinking man's horror titles rather than the splatter-core of *Mortal Kombat* et al.

Fear not then — Tokyo is safe from dinosaurs, ghouls, ogres and zombie cops. Or at least, I hope so...

Hang on while I go and lock the doors and windows.

— Nicolas Di Costanzo

Chrono Cross

Developer: **Square**
Japanese release: **Out now**
Australian release: **Not announced**



No sooner has Square revamped *Chrono Trigger* it releases the second in the series. Rather than a direct sequel, *Cross* has new characters and scenarios. First you meet Serge, a young boy thrown into an alternate reality. There he meets Kid, a mysterious girl who joins the adventure spanning time and space. Boasting a strategic approach, the game offers ease-of-play and depth.

Dragon Quest VII

Developer: **Enix**
Japanese release: **Out now**
Australian release: **Not announced**



Subject to many a delay, Enix's long-awaited *Dragon Quest VII* hit stores on December 29. Three things are noteworthy. One, the game uses a weird hybrid of 3D (adventure) and 2D (battle) graphics. Two, the game has virtually no loading time, with extra-fast disc access. And three, the game has been confirmed for a US release, which means a PAL release could be on its way...

Parasite Eve II

Developer: **Square**
Japanese release: **Out now**
Australian release: **Not announced**



Set three years after the original, this sequel is still set in North America and the hero is still beautiful FBI agent Aya Brea. The evil creatures that swept the nation are back, this time taking control of the Akropolis Building in downtown LA. It features vastly improved graphics, traditional adventure gaming and enhanced RPG and puzzle elements for a classy Res-a-like.



Dengeki Charts*

Top 5 – Readers' Favourites

- 1 Final Fantasy VIII
- 2 Legend Of Mana
- 3 To Heart
- 4 Monster Farm 2
- 5 Saga Frontier 2

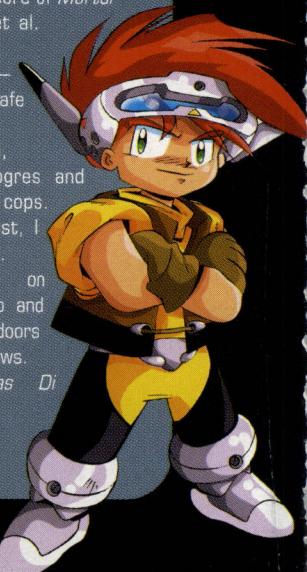
Top 5 – Sales

- 1 JoJo's Bizarre Adventure
- 2 Derby Stallion '99
- 3 Dew Prism
- 4 Biohazard 3: Last Escape
- 5 Dance Dance Revolution 2nd ReMix

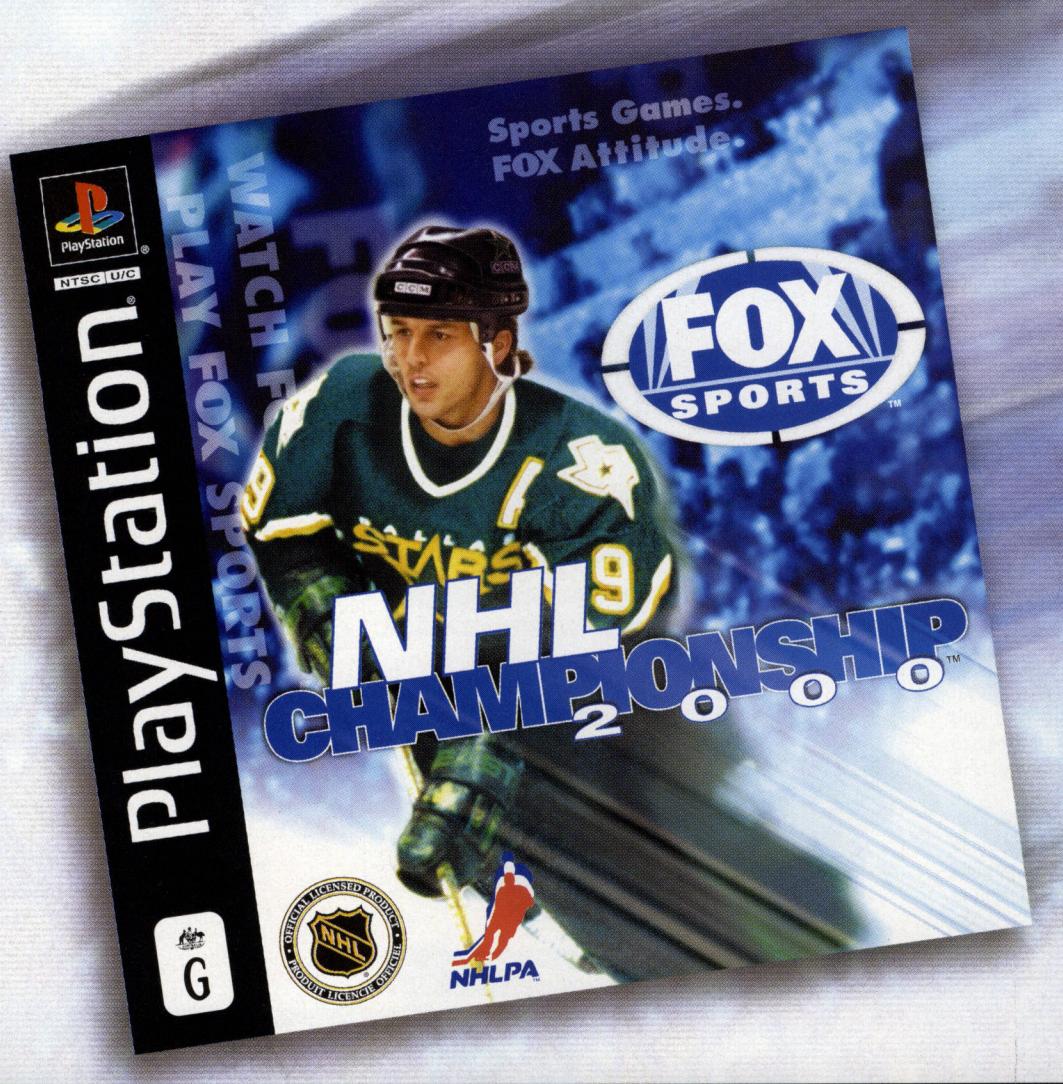
Top 5 – Eagerly Awaited

- 1 Dragon Quest VII
- 2 Chrono Cross
- 3 Tokimeki Memorial 2
- 4 Gran Turismo 2
- 5 Parasite Eve II

*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.



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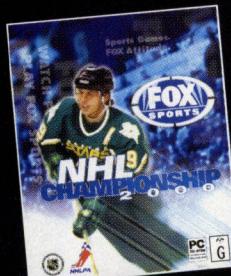
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Just Two Good

PlayStation software boss visits Australia: "PlayStation2 is the future of home entertainment"

In Australia to speak at the inaugural Australian Game Developers Conference, Juan Montes, General Manager of Software Development for Sony Europe and Psygnosis, met with PSM and hinted at what to expect when PlayStation2 hits our shores.

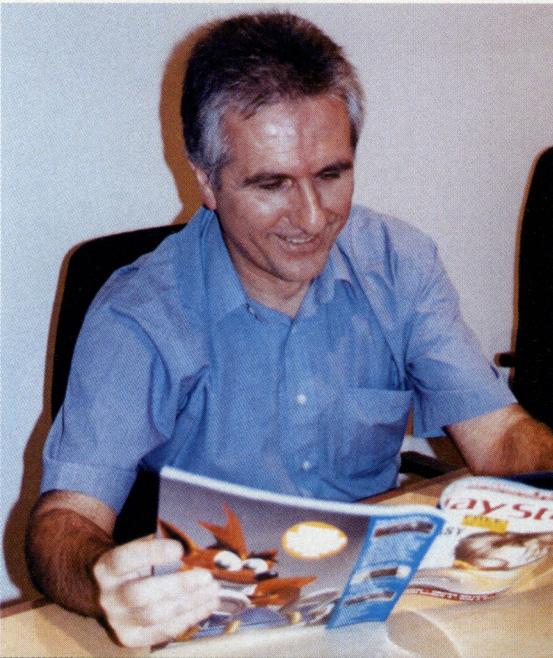
With the console's amazing power and on-line capabilities, Juan sees exciting times ahead and believes the future of home entertainment will change. "People are looking for the next step up in realism," he said. "I think this is especially true with PlayStation2 in regards to sports games and racing games. You'll also see a huge improvement in action-adventure games where there will be more interaction with the characters."

Juan said PlayStation2 is the next step for players and developers. "I'm looking forward to seeing developers pushing things. We'll see developers really trying to create depth... And beyond that we'll have AI (artificial intelligence) that will really have you believe something that you are watching."

"PlayStation2 just takes us to places that we've never been before. Probably everyone will be buying a DVD player in the next couple of years so we'll find people buying PS2s to play movies, to surf the Net, to communicate with their friends, and of course, to play games. Who knows how far videogames will go? It may even roll past movies."

"The machine has been designed for entertainment. A major part of this will be playing games with other people over the Internet in a cyber environment. It takes a lot of time to develop an on-line game but there are a few projects that we are following up pretty closely. It is challenging looking at the on-line thing at the moment because we think that that will be massive. On-line gamers seem to be a different kind of people at the moment, so this will also be a challenge to marry the two. All of these things will be possible with PlayStation2. It's very exciting."

Even with the PlayStation2's future looking so bright, Juan noted that the PS2 should not signal an immediate demise to the current console. He believes that the PlayStation's capabilities can still go further and forecasts that it should continue to sell well for at least another two years.



Juan Montes of Sony Europe catches up on the latest PlayStation2 news.



PlayStation2 is the next step for players and developers.

The Force Will Be With You, Always

Jedi Power Battles announced for PlayStation

LucasArts has revealed plans to release an action-arcade game, called *Star Wars: Episode I Jedi Power Battles*, for PlayStation in Autumn. Players will be offered a series of one and two-player clashes between lightsabre and Force-wielding Jedi Knights, and a fearsome onslaught of menacing opponents from the Sith and Trade Federation.

The game is a surprise, as LucasArts over the past few months has canned two PlayStation products, *Pod Racer* and *Indiana Jones*.

LucasArts promises *Jedi Power Battles* will be accessible to players of all skill levels, and draws inspiration from the best-loved classic action-arcade games of the past.

Players choose from among five Jedi characters, and fight droids, mercenaries and assassins, level bosses, and ultimately, the dreaded Darth Maul.

"*Jedi Power Battles* is a fast action, arcade-style game inspired by classic LucasArts titles such as *Super Star Wars* [from SNES]" says Joel Dreskin, product market-

ing manager for LucasArts. "The game immediately thrusts players into the fray where the lightning-quick reflexes and deft lightsabre prowess of a skilled Jedi Knight are the keys to survival and ultimate victory over enemy forces."

Jedi Power Battles allows players to enter into combat as either Qui-Gon Jinn, Obi-Wan Kenobi, or Jedi Council members Mace Windu, Plo Koon or Adi Gallia. Each Jedi has unique skills. As players move through each level, points are awarded for successful strikes against opponents and overall completion of objectives. When players surpass certain point milestones they are rewarded with new attack abilities, Force powers, enhanced health, and other bonuses.

Settings include a foreboding Trade Federation droid control ship and the harsh desert scapes of Tatooine.

**STAR WARS
EPISODE I
JEDI POWER BATTLES**

Another *Star Wars* game powering our way soon.



DUMMY SPIT

DON'T BELIEVE THE HYPE, SAYS RICHIE YOUNG...

To believe, or not to believe – this is the problem.

I hate it when something is so built up (either through self-gratification or behind a marketing behemoth) that the end result is just a dire disappointment.

Often games are preceded by so much hype that everyone thinks it's the greatest thing since sliced bread, even before anyone has actually played it! What makes it worse is that these games are usually decent, but fail to meet the high expectations that the hype has perpetuated. I reckon if you say something, then make sure it can be carried through!

PSM won't contribute to building up a game when we are unsure how good the final product will be.

Hype is a dangerous thing, especially in the wrong hands.

Swim and Survive

IAN THORPE LAUNCHES WATER SAFETY PROGRAM

World record holder, PlayStation aficionado and People's Choice Aussie of the Year, Ian Thorpe has another title to add to his name. Thorpe recently launched the new *Swim and Survive* program just in time for the summer break. The program is a new approach at educating swimmers about water safety, basic swimming techniques and survival skills. As Australia is a nation that traditionally takes to the water, our best swimmer was the obvious choice to endorse this important safety program.

The *Swim and Survive* program is proudly supported by Sony Computer Entertainment who hopes it will become an educational tool for all Australians. The program also has a great website, complete with links to your favourite PlayStation characters. The site can be visited at www.swimandsurvive.com. Go Aussie!



Swim and Survive – a water safety program supported by Sony.

WORMS ARMAGEDDON

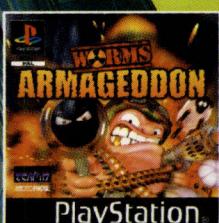
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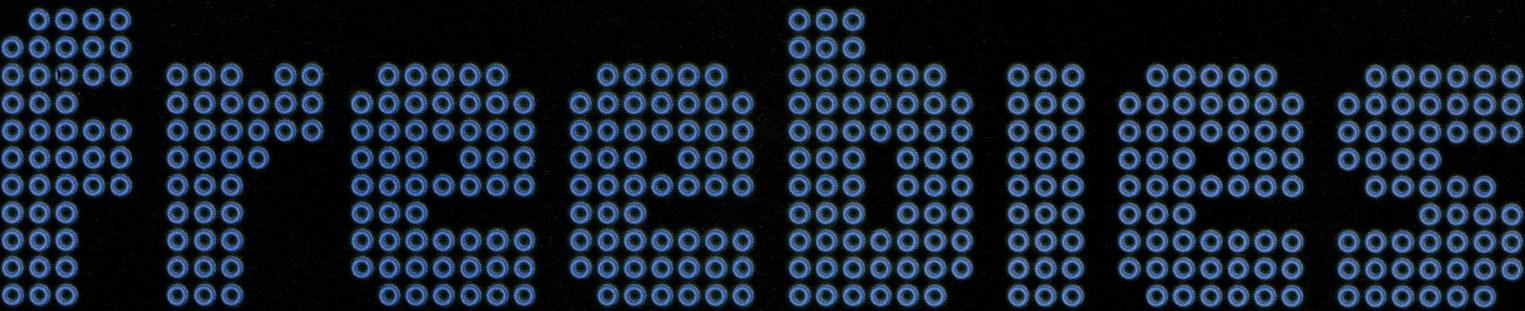
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Did you think he saw us?

This *Dino Crisis* Medi Kit contains everything you need to survive the shockingly good game. *Dino Crisis* offers enormous dinosaur foes, tension, action and surprises. The Medi Kit contains a copy of the game, and *Dino Crisis* band-aids to soothe your blistered hands after hours of play. So you don't get too scared playing in the dark, there's also *Dino Crisis* matches and a torch. To win, name which of these films did not feature dinosaurs: A. *Jurassic Park*, B. *The Lost World*, C. *Barney's Great Adventure*, D. *Cocoon*, E. None of the Above. Send to "Dino Sore".



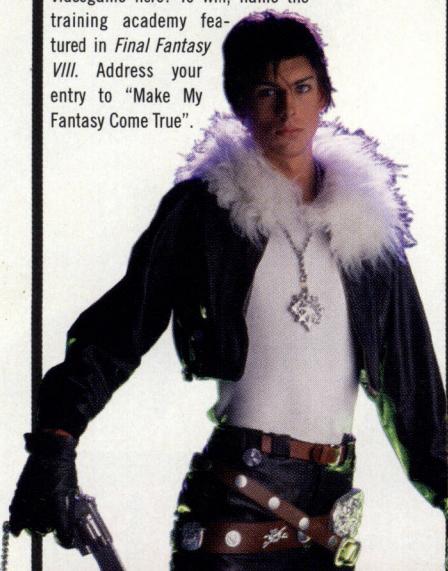
We Will Rap You

Wu-Tang's dope beats smoke the kung fu action of *Taste The Pain*. But to complement the on-screen-fighting mayhem, you'll need this limited edition Wu-Tang PlayStation controller. The controller is in the shape of the Wu symbol and can't be bought in the shops! Activision has also thrown in a copy of the exciting beat 'em up game that is *Wu-Tang: Taste The Pain*, plus a stylish Wu-Tang T-shirt. To win, all you have to do is name any member of the Wu-Tang Clan, one of the most influential rap bands of the last decade. Address your entry to "Mr Clan-Man, Send Me a Scream".



Fantastic Apparel

Live out your ultimate final fantasy thanks to *PSM*. This month we're giving away this amazing Squall costume made especially for this month's Facts and Figures (see page 31). The costume is one of a kind, cost over \$1000 to make, and simply must be considered as the ultimate *Final Fantasy* prize for any die-hard fan. Just imagine attending a fancy dress party as the ultimate videogame hero! To win, name the training academy featured in *Final Fantasy VIII*. Address your entry to "Make My Fantasy Come True".



Fantasy World



Final Fantasy VIII is without a doubt the most mesmerising role-playing game ever made. Sales of the game have been deservedly strong. This month we've got two limited edition *Final Fantasy VIII* Collector Packs to give away, courtesy of Sony. The attractive packs include a white *Final Fantasy VIII* T-shirt, white Memory Card, *Final Fantasy* Memory Card stickers and case, poster, and of course a copy of the four-disc extravaganza that is *Final Fantasy VIII*. To win, just name the Japanese code shop responsible for the epic *Final Fantasy* series. Address your entry to "Square Deal".

COMPETITION WINNERS

No Fear Downhill Mountain Biking: Winner – Michael Shain (NSW). Runners up – Scott Boyd (NSW), Bruce Renwick (Vic), Neil Wickman (NSW), Nick Shaw (Vic) and Paul Fewings (WA). **Um Jammer Lammy:** Paul Stewart (WA). **Pac-Man:** Robyn McDonald (NSW). **Bugs 2000:** Chris Aubrey (NSW), Kobi Ellen (Qld), Brook Bellinger (SA), Josh Zoeller (NSW), Tommy Weaver (WA), Paul Baxter (WA), Elaine Cheung (ACT), G. Smith (Qld), K. Colburt (NSW) and Tammy Smith (NSW). **Final Fantasy VIII Characters:** Genson Nomicong (NSW). **Beatmania:** Adam Black (Tas). **Chocobo Racing:** Robert Haynes (WA). **Official Australian PlayStation Collection Platinum Giveaway Winner:** Alex Van Haelen (NT).

HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028, Australia. Please write all answers on the back of a standard-sized envelope along with your name, address and phone number. Entries for all competitions close January 26, 2000 and winners will be published in the March 2000 issue of *PSM*. Good luck!

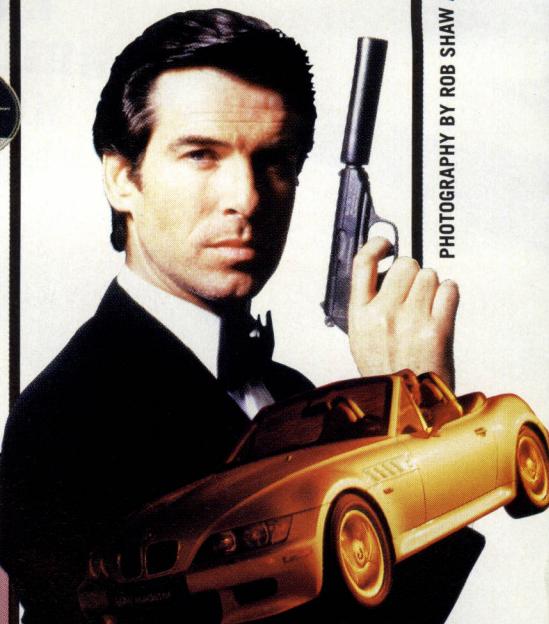
DVD'lightful

Wow! *PSM* and the folks at Sony and Columbia TriStar are giving one lucky reader the chance to win the latest in home entertainment, a Sony DVD player, plus 50 of the best DVD movies ever released. Turn to page 96 for details on how to win.

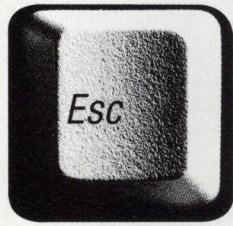


The Name's Bond, James Bond

You can win the ultimate James Bond experience in EA's \$12,000 *Tomorrow Never Dies* competition. There's a trip to Club Med in Nusa Dua to be won, as well as BMW Z3 roadsters to drive, Warner Bros Bond video collections, cocktail shakers, and 007 CD soundtracks. Turn to page 34 for details on how to win.



PHOTOGRAPH BY ROB SHAW AND CATH MUSCAT



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Wireplay
The games network



[PLANET PLAYSTATION]

Wu-Tang Vs PSM

Fly over to New York and take on the Wu-Tang at their own beat 'em up? PSM stocks up on courage, ice packs and travel insurance...

"**Y**ou wanna get a little competition thing going on? A little money in the pot thing going on? A little gambling thing going on? You're opening up your addictions here, man..."

Oh dear. You join your humble correspondents in the middle of what can only be described as something of a misunderstanding. The question was, do you think the Wu-Tang Clan could take on fellow hardcore rappers Cypress Hill on PlayStation, given they both recently entered the world of videogames (Cypress Hill feature in PC nasty, *Kingpin*)? What came out in translation, however, was an offer to take on the Wu

Wu-Tang Clan. While the likes of the RZA and the GZA have a higher musical profile, U-God hopes to remedy with his forthcoming album, *Redemption*. Today though, he's here to talk about the Clan's new ruckus bringer for PlayStation, *Taste The Pain*. And talk is one thing he does very well.

"I'm f**king privileged, man," cusses the man also known as Golden Arms. "Considering where I came from, this is f**king incredible. I'm already immortalised on wax, now I get to be immortalised on disc. It means my kids actually get to play me. 'Look, daddy. I'm whuppin' ass wit you.' I'm the best

Protect Ya Neck) to their current status. Do you ever hanker for the old days?

"I do miss it, man. If only because the labels try to take the fun from you," he explains in possibly his only downbeat moment. "You gotta have it in by this date", 'You need to do this'... When we started out, it was all fun and games and after a while, they try to make it into a f**king job! You gotta have fun with it. I miss them days, man."

But while the success of *Wu-Tang*'s albums, Wu Wear clothing line and other projects have afforded them luxuries, the last thing they're doing is going off

"They showed me the moves and I started doing power moves and I started whuppin' ass! I thought, 'That's some nice game!'"

at their own game. In their 36 Chambers recording studio. With all their mates around. This was evidently most unwise.

"I'm gonna rock my s**t, man! I think my s**t's the best. All round the world, I'm gonna throw my character on and they got to bow down 'cos I've mastered my s**t, you know what I mean?"

Quite. The s**t-masterer currently waiting to kick seven shades of polygonal brown stuff out of *PSM* is one U-God, long-standing member and sadly today's only representative of Staten Island hip-hoppers, the

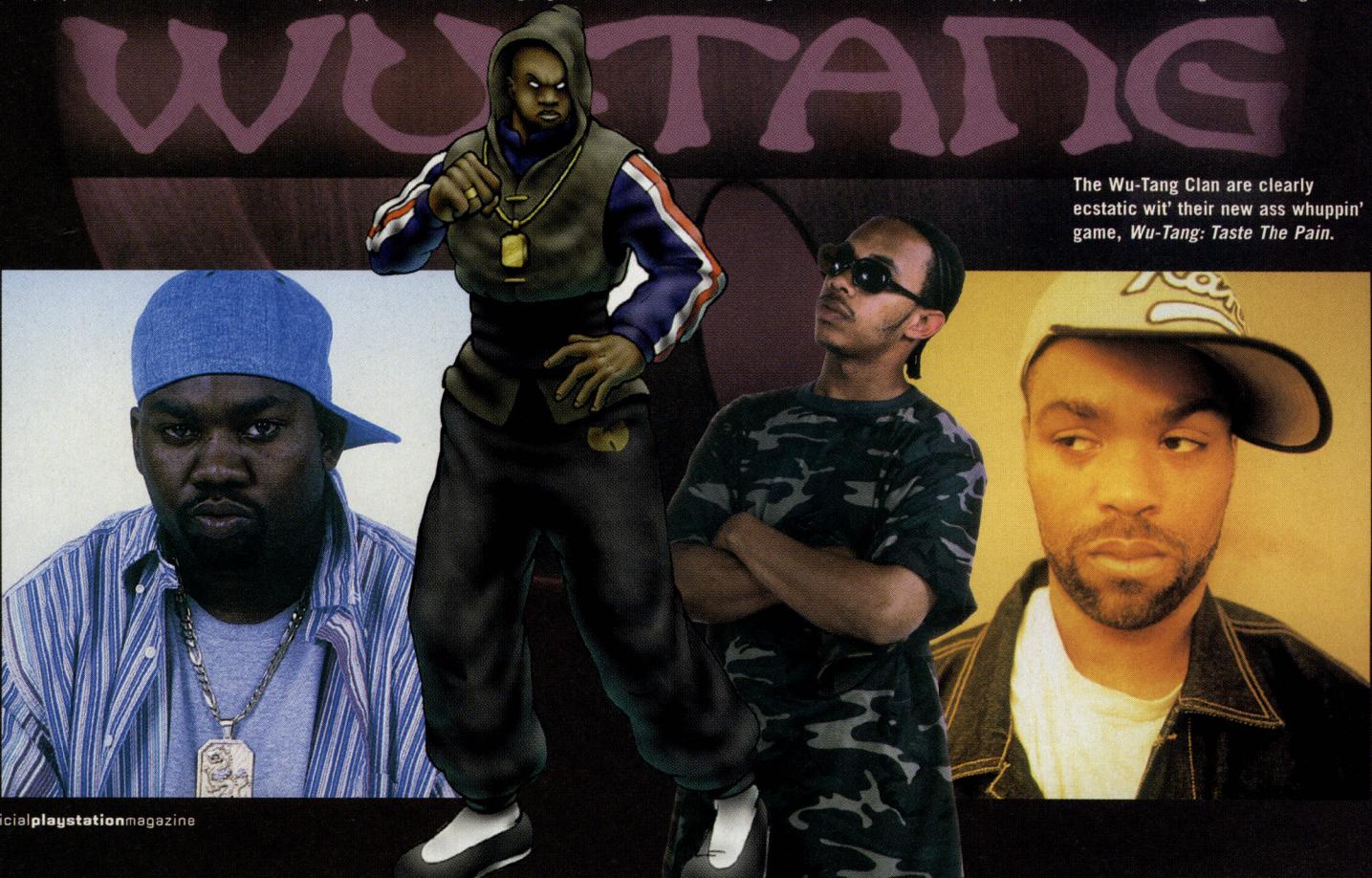
mutha!" We're hyped, man.

"I lost the first time I played. We brought the game into our Wu stores and the first time I played, I was getting my ass kicked. I was like, 'What are my moves?!' They showed me the moves and I started doing my power moves and I started whuppin' ass! I thought, 'That's some nice game!'"

Cue one of U-God's trademark belly laughs – something he has earned the right to do, given the long road the Wu have had to travel to move from their gangsta roots (1993's underground brawler,

the boil. Success means concentration and back in the world of gaming that can mean no PlayStation.

"When we did *Wu-Tang Forever* in California, we was playing games but you have to get focused, turn the game off," he recalls. "Brand new games will f**k you up, 'specially if you got a lot of people round rocking a game. You lose and you gotta wait for the joypad to come aaaaall the way around to you again. That s**t f**ks you up – but that's how you learn to kick ass. I had to wait so long for the joypad to come back, I go out and get the



The Wu-Tang Clan are clearly ecstatic wit' their new ass whuppin' game, *Wu-Tang: Taste The Pain*.



game, practise it and then come back and start whuppin'!"

And what can you whup at?

"I'm already the king of *Tekken*! [Our game] is similar. Certain moves are the same but it's a little different. You know which game I like? I like that *Apocalypse*, with Bruce Willis, I love that f**king game, s**t falling behind you, you gotta run, jump, move over there, shoot s**t, spray s**t... I love that s**t, man."

's**t' which brings us to the topic of violence – something *Taste The Pain* has by the bucketload. U-God doesn't agree.

"You know *Mortal Kombat*?"

Oh yes.

"To me, that to me is one of the goriest games. You rip a heart out, s**t pulsating in your hand and pull the mutha over here, pull him back, 'Woah, get over here', chop a head, the head still floating... You can't get no more brutal than that. What you gonna do with a game? Our game is basically clean-cut. It's for 13-year-olds, maybe 12, maybe 10... We might get to a whole new market just off this game from the simple fact that parents won't let (their kids) listen to our CD but will let them buy the game."

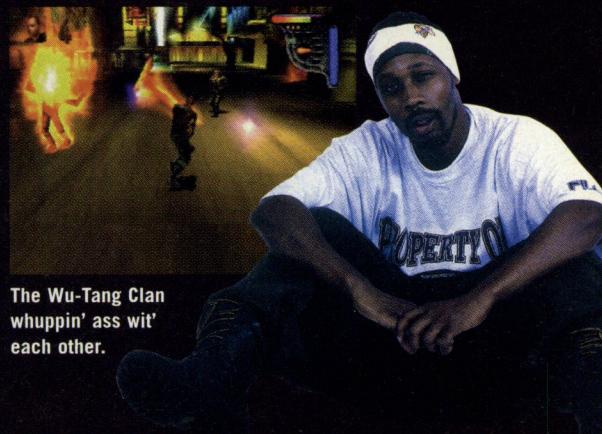
No they won't when they see the 15+ rating, but for U-God, it's tame stuff compared with what he has seen on the streets.

"I grew up with fistfights and the worst that would happen is you'd get cut, stabbed or something," he

recalls. "You don't lose your life. You go home lumped up, eye swollen out to here, lip busted. You might've lost some teeth. Least you go home, go to the doctor and get patched up. Nowadays, kids are playing with guns, they ain't coming home from that. They get permanent s**tbags, spinal injuries, they get paralysed... To me, kids nowadays are pussies. I tell them all the time they're suckers just going for the gun."

Which is not perhaps the most eloquent argument that censoring videogame violence is ridiculous, nay offensive, when compared to the everyday realities of inner city life, but it does the job.

Enough chat. Exclusive Wu-Tang songs from *Taste The Pain* pummel the studio walls, dictaphones are set aside and *PSM* settles down for a swift bout of PlayStation against the Clanster. Inevitably, it's over all too quickly. Choosing his own character, U-God plays like a Shaolin master while *PSM*, assuming the role of the GZA, plays like a drunken master. Shamed by the 2:1 score line, *PSM* exits 36 Chambers and heads into the night, looking for redemption and imported beer. The next day, we learn that true to their reputation for tardy timekeeping, the rest of the Wu-Tang Clan turned up at the studio in the middle of the night, apparently keen to take on journo's quite literally at their own game. A 2:1 defeat? Hell, we got lucky – and we can hear U-God telling us that even now...



The Wu-Tang Clan
whuppin' ass wit'
each other.

Wu-Tang: Taste The Pain is reviewed on page 60.



[PLANET PLAYSTATION]

on the periphery



Wu-Tang Controller

This special PlayStation controller has been made especially for the release of *Wu-Tang: Taste The Pain*. In the shape of the Wu-Tang symbol, it's stylishly designed with bright yellow buttons and a jet-black finish. Pity that if you use the controller to play *Wu-Tang*, you'll probably end up with a wrist injury. This is more a souvenir item than a serious joypad for belting Ol' Dirty Bastard with a bloody big chain or teaching U-God that he is not immortal. Still, if you're a fan of the Clan, you must own it. Turn to page 22 for your chance to own this collector's item.



PlayBoard™

The PlayBoard™ is the PlayStation's first realistic skateboard control system. It's perfect for skateboarding simulations like *Tony Hawk's Skateboarding*, *Street Skater* and *Thrasher: Skate and Destroy*. Just find a level playing surface in front of your television set, plug the control system into your PlayStation, and enjoy those cutting edge skateboarding games as they were intended, without fear of (much) injury. Send \$149 right away and you'll be skating in your lounge room!

Please note: Skateboarding indoors is hazardous to your health. And sending us money for controllers that don't exist is hazardous to your bank balance.

grrrl power

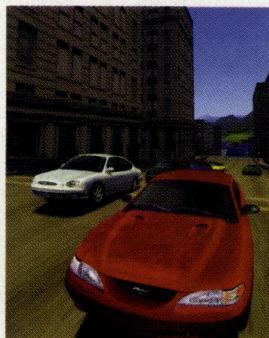
Along with every other soul on this planet, the gaming hostess was hanging out for *GT2*.



It's a great shame *Gran Turismo 2* didn't make its December release date. It certainly caused me grief. What the hell was I going to get my brother for Christmas now? He's certainly no fan of any other genre... If it don't have wheels, he ain't interested. In the meantime I suppose he can play this month's demo any waking moment he has, much to the annoyance of his girlfriend... And this seems to be the atti-



tude of most girlfriends/wives. Mention the word "PlayStation" to most of the female population and their expression's become sour as their nerves are touched at the reminder of how their boyfriend/husband spends hours on the damn thing. And I don't get it. They're at home, aren't they? Okay, so their attention is focused on a little grey box and not on you, but there's nothing stopping you from grabbing a controller (the thingy with buttons on it) and getting some two-player action going...



PHOTOGRAPHY BY CATH MUSCAT AND GEORGIA MOXHAM



A man wearing a baseball cap is shown from the chest up, eating a sandwich. He is holding a mobile phone in his left hand, which has a large, prominent thumb. The phone is a feature phone with a trackball and a small screen. The man is looking down at the phone while eating. The background is dark and out of focus.

TALK WITH YOUR MOUTH FULL.

ERICSSON CHATBOARD. TYPE IT → SMS TEXT MESSAGES-ATTACHMENTS-EMAIL-INTERNET.

Make yourself heard.

ERICSSON 



Undercover: Australian developer Tantalus Software is working towards resurrecting the reputation of the *South Park* videogames with *South Park Rally*. Steve Polak chatted to the talented Tantalus team in Melbourne over a pack of Cheesy Poofs on the eve of the game's release.

PSM: *South Park Rally* blends a familiar *Mario Kart* inspired formula with the antics of the gang from the most obscene series on television. What's the main point of the game?

John Szoke (Game Designer): To have fun while fooling around and playing something different. This ain't your average racing game!

Stephen Handbury (Producer): To bring to life the *South Park* world and allow players to race around with their favourite character from the series.

Paul Seedy (Lead Programmer): To provide a kart game experience without the many limitations of other kart titles. In *South Park Rally* there is more than just a traditional race, the worlds are drive anywhere, and the physics are more advanced.

PSM: Does it have much in common with the series?

SH: The game is based entirely on the episodes from the series. Many, many hours were spent re-watching episodes to capture the feel of the *South Park* world.

PSM: Did you get much input from Trey and Matt?

JS: Matt and Trey recorded all the [male] voices and had input regularly throughout the development process. They decided on the format for the Championship series, ie, that the people of *South Park* race on certain calendar days such as Easter, Thanksgiving, Valentine's etc.

PSM: How close did you work with them?

JS: Well we had little contact as we were busy making the game. Acclaim was responsible for dealing with Comedy Central and Matt and Trey.

PSM: Does the game have much unique voice-over material from the cast?

JS: Yes, it has 20 pages worth of original voice-over material. We also use some of the character's catch phrases from the original *Iguana* game.

SH: Using *Iguana*'s material for the catch phrases really helped us get more original material into the game as all our time with Matt and Trey was spent on cool new game specific material rather than getting them to re-record episode stuff.

PSM: Are there any hidden elements in the game?

JS: Yes, when you play the game for the first time everything is hidden except for eight characters, one track and one race mode. You have to progress through the championship to unlock all 30 characters (and extra skins), seven tracks and 15 race modes. There are also other hidden goodies locked away.

PSM: Do different characters drive differently?

JS: Well they all drive differently but essentially we wanted to keep them feeling more or less the same. Differences between characters are marginal but there are definite advantages for both smaller and larger characters. Cartman actually isn't that big compared to the adult characters like Chef, Satan and Scuzzelbutt.

PS: There are slight handling differences between each character. The game physics take into account the mass and size of each car/character pair so that reactions to bumps in the road and hits from weapons are unique for each character. There is no ultimate character. We

want to encourage players to use all the characters and hear all the speech.

PSM: Which characters do you control in the game?

JS: The default eight characters available are Stan, Kenny, Kyle, Cartman, Wendy, Jimbo, Officer Barbrady and Chef. There are 30 different characters in the game, each with their own animations, speech and car.

PSM: What special abilities does each character have?

JS: Characters start off with no special abilities. It is up to the player to collect pick-ups in the game which give the characters special abilities.

PS: For example, a barf pick-up gives you the ability to throw-up over the side of your car, leaving a puddle of vomit for your opponent's tyres.

PSM: If you could be one character from the series who would it be?

JS: Definitely Ms Cartman. Being an hermaphrodite has just got to be cool and certainly has its advantages. Oh, and Tweek. Nothing like a refreshing blend of nature's own to get you kick-started in the morning.

SH: Give me Damien or Tweek. These guys have some really cool phrases and they rock in the game.

PS: I would say Fat Abbot. With only a brief appearance in the show he managed to produce some of the best put-downs of the series. Very admirable!

PSM: Will there be any swearing in the game?

PS: Yes, lots but the really offensive stuff is bleeped out like in the show.

PSM: Are there any other games in the pipeline?

JS: Yes, many. Would you like to do a 10-page exposé?

SH: Definitely, Tantalus is going to continue its position as Australia's leading independent console developer. We have commenced development of our PS2 title for release first quarter 2001. As well as work on other projects for two other consoles, we are also continuing to support the PlayStation with a project in development being due out in time for the Sydney Olympics.

PSM: What movies or TV shows do you think should NEVER have been made into a game?

JS: Any of the *Batman* movies. Any of the James Bond movies. Let's face it, the setting has to be the '50s or '60s coz the cars are cooler and the gadgets more exciting and there was something to fight for (and against). This just isn't the case with the newer movies. *Star Wars...* Enough already, we've had the first-person shooter, the fighter, the racing game, the action game. What's next? The dancing game? Any *Star Trek* games...

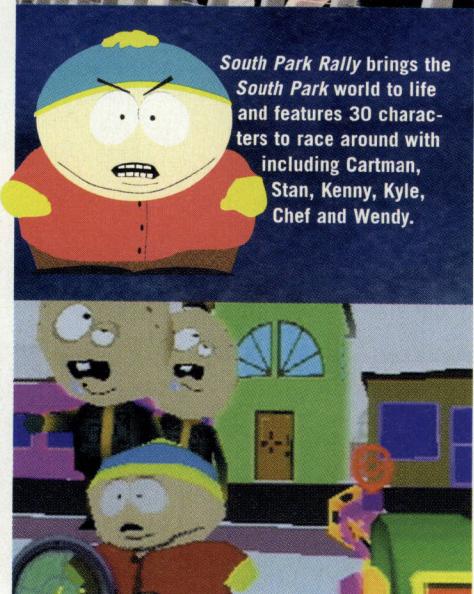
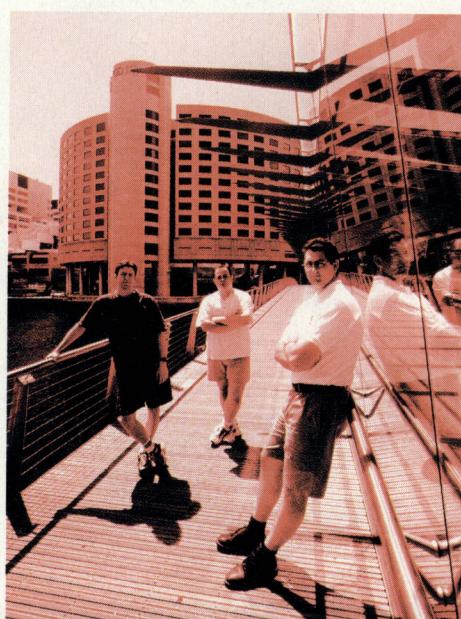
PSM: What is your favourite pick-up in the game?

JS: That would definitely be the rats. You drop them and they scurry around in circles. Anyone that runs over them leaves a disgusting blood trail while their car slides around uncontrollably.

SH: I would go with decoy cows — they rock. Hiding them in amongst the other cows and watching as someone blasts through, only to be knocked for a loop.

PS: I'm a Kitty fan. I suppose deep down we all get the urge to throw a cat at someone some time in our lives.

PSM: Can't wait!



South Park Rally brings the *South Park* world to life and features 30 characters to race around with including Cartman, Stan, Kenny, Kyle, Chef and Wendy.



"MANY, MANY HOURS
WERE SPENT RE-
WATCHING EPISODES
TO CAPTURE THE
FEEL OF THE *SOUTH
PARK* WORLD."

STEPHEN HANDBURY, PRODUCER –
TANTALUS SOFTWARE



[PLANET PLAYSTATION]

LET'S GET PHYSICAL

It's the Grand Final, and all of these games have a sporting chance of being crowned our PlayStation Champion. **Rob Pegley** sits in the umpire's chair...



LOOKING GOOD?	PULSE RACING?	STAR PLAYERS?	CROWD PLEASER?	EXTRA TIME?
ANNA KOURNIKOVA'S SMASH COURT TENNIS 	Even though the game's star is Anna K., it's let down by looks... There's nothing realistic about the little anime sprites. You wouldn't play many real games on cobblestones either. 5	Almost as exciting as a bit of stroke play with Australia's favourite Russian herself, this will get the blood pumping faster than you can say "Have you seen <i>Inside Sport</i> this month?" 9	Anna appears herself, but she's a lone star amongst a bunch of cowboys. An '80s McEnroe-alike, some tracksuited imposters and short-skirted anime babes make up the circuit. 4	When it comes to multiplayer fun you don't get much better than this. Play doubles with four gamers and it's a rare treat. Like <i>Bomberman</i> with tennis rackets. 10
SHANE WARNE CRICKET 	Motion-captured supremely well, the players look good and move very well. It's an accurate representation of the noble game. 8	Not massively exciting, no, but certainly very addictive and compelling. But then apart from the end of one-dayers, cricket itself isn't that nail-biting. 6	Yep, all of the greats from the world of international cricket are there. And the England team. 9	It can be fun with a crowd, but you tend to get twitchy hanging around. It's more of a record partnership thing really. 7
ISS PRO 98 	They may be sprites, but given that you can still make out the running styles and physical characteristics of certain individual players, you have to say they're pretty good. 7	End to end stuff, but at the same time very controlled in its soccer style. This is as exciting as soccer gets on PlayStation. 8	No, not exactly. Misspelt on purpose to avoid license fees, the players have consonants changed to sound like they're real players pronounced with an Afrikaans accent. 6	Pretty good as a four-player game but far better as a two-player affair. Just too complicated to be enjoyable with four of you. 7
AFL 99 	As ever with an EA game, the authentic replication is important. Although like the game itself, it can look a little rough at times. 7	Not quite the heart-thumping toe-to-toe confrontation of <i>Anna Kournikova</i> , but it is still exciting – especially with a friend. 6	Yep, every single AFL player and even Bruce McAvaney commenting. The players could show better individual characteristics on screen, but apart from that it's tops. 9	It's actually better one-on-one than it is with four. It just gets too confusing with all of you chasing the ball. Too over-crowded for that. 6
NBA LIVE 99 	Smooth, sharp and stylish – and that's just Dennis Rodman. Very good graphical depiction of the hoop game. 8	Literally end-to-end stuff which gets more and more exciting the longer the action goes on. Slightly repetitive in many respects though. 6	Yep, they're all here. Dennis, Scottie and all their very tall friends in baggy shorts. 9	It may be an eight-player game, but four is about the limit for real enjoyment and two-player is the best approach to take. 7
EVERYBODY'S GOLF 	They don't look like real golfers, but the cartoon characters are still superb with some deft little graphical touches. 9	Not constantly edge-of-the-seat excitement but still plenty of drama if you're evenly matched players. 8	Sorry, no. They don't look like real golfers and they aren't meant to. Probably many of them are mates with the lot taking part in <i>Smash Court Tennis</i> . 4	Far too frustrating waiting your turn to be a regular multiplayer experience, but great for two of you. 6
				Just like <i>ISS Pro</i> is to soccer, so this is to golf. If you're a fan then this is the ultimate golf game. 10

37the
BEST
sports game ever!**39****38****35****37**

PHOTOGRAPHY ROB SHAW



act+figures

Game Boy

Jeff's lad lives out his fantasy and is transformed into *FFVIII*'s Squall.

Name: Angus Kennett

Age: 21

Born: 18 September 1978

Occupation: Model

Resides: Melbourne

Height: 190cm (6'3")

Weight: 75kg

Hair: Dark brown

Eyes: Blue

Girlfriend? "Yes, I have had a girlfriend for eight months!"

Describe your personality: "Generally happy, argumentative, easy going. I don't know – basically your average 21-year-old!"

What have you got planned for the future? "I'm still not quite sure, but I'm looking at advertising or public relations at the moment."

Are you into PlayStation? "Yes, but I still don't own one. I use my cousin's and my mate's fairly often but I get beaten on regular occasions!"

What was your very first game? "It was a game called *Lemonade*, and it was on the Apple 2E. It had no graphics, just text and you had to buy and sell lemonade at a profit! The only variables were the weather and the price of the lemonade."

Ever played Final Fantasy VIII? "No unfortunately, but I'm sure the big day is not far away!"

What's your favourite all-time game? "I have two favourites. The first is *Sim City* because it was something you could play over time and it was very addictive. The other is *Snake* – due to the fact that I have no life and I have a competition with some of my mates on it. Oh, and I'm losing!"

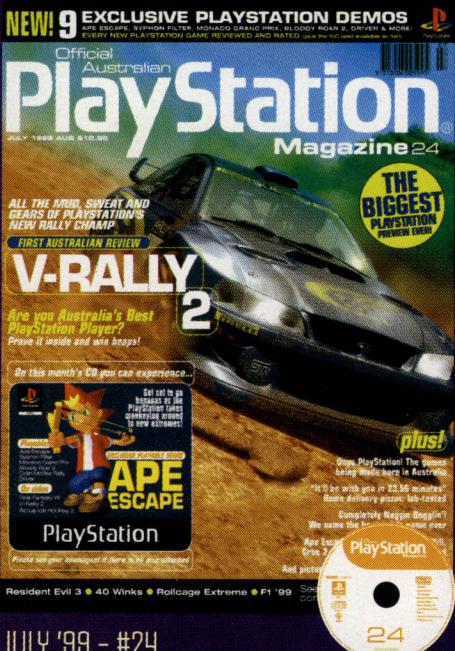
Did your dad let you play videogames? "Generally, I suppose he did. During school there were the usual restrictions, but I guess that's the same with all parents."

How were you 'discovered'? "I was working for a promotional company for some extra cash during uni. I suppose my 'big break' was the 1998 Melbourne Spring Fashion Festival – that was the first time I had ever modelled."



back issues

BACK ISSUES



JULY '99 - #24

Disc contents - *Ape Escape*, *Syphon Filter*, *Monaco Grand Prix*, *Bloody Roar 2*, *Colin McRae Rally*, *Driver*, *Final Fantasy VII* video, *V-Rally 2* video, *Actua Ice Hockey 2* video.



AUGUST '99 - #25

Disc contents - *Anna Kournikova's Smash Court Tennis*, *Aironauts*, *Croc 2*, *Omega Boost*, *Time Slip*, *Total Drivin'*, *Opera of Destruction*, *Command & Conquer: Red Alert*, *Kingsley's Adventure* video, *Speed Freaks* video, *Prince Naseem Boxing* video.



SEPTEMBER '99 - #26

Disc contents - *Tony Hawk's Skateboarding*, *Speed Freaks*, *Evil Zone*, *Um Jammer Lammy*, *Rat Attack*, *Tanx*, *Tekken 3*, *Decaying Orbit*, *Bugs Bunny: Lost In Time*, *This Is Soccervideo*.



OCTOBER '99 - #27

Disc contents - *Wipeout 3*, *Point Blank 2*, *Lego Racers*, *Um Jammer Lammy*, *No Fear Downhill Mountain Bike Racing*, *Final Fantasy VIII* video, *This Is Soccervideo*, *40 Winks* video, *Mission: Impossible* video, *LMA Manager* video, *Formula 1 '99* video.



NOVEMBER '99 - #28

Disc contents - *Final Fantasy VIII*, *Dino Crisis*, *Quake II*, *This Is Football*, *Metal Gear Solid: Special Missions*, *Tarzan*, *Legacy of Kain: Soul Reaver*, *40 Winks*, *Crash Team Racing* video, *Afrika Shox* video.



DECEMBER '99 - #29

Disc contents - *Tomb Raider: TLR*, *Spyro 2: Gateway to Glimmer*, *Destrega*, *Millennium Soldier*, *Killer Loop*, *Fighting Force 2*, *Mission: Impossible*, *Kingsley's Adventure*, *Championship Motocross*, *Gran Turismo 2* video, *Jimmy White's Cueball* video.

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1. Instructions on 'How to Enter' form part of these conditions of entry. The competition is open to residents of Australia only whose subscription for 12 months or more to *Official Australian PlayStation Magazine* is received between 29/12/99 and last mail 25/1/00, and is signed against a nominated valid credit card or, if paid by cheque, cleared for payment. Coupons are to be sent to *Official Australian PlayStation Magazine*, Reply Paid 4967, Sydney NSW 2001.

2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of ACP, the promoter,

and might be used in future marketing exercises.

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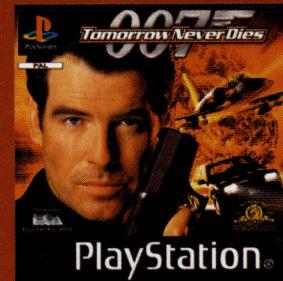
Win the Ultimate James Bond Experience

To celebrate the release of the first James Bond game for the PlayStation, *Tomorrow Never Dies*,

Electronic Arts is giving you the chance to win the ultimate 007 experience.

You and a friend could be flying to Club Med in Bali for a week of excitement and luxury.

Or you could win one of five fantastic Bond Weekend Packs. Each pack includes a BMW Z3 roadster to drive for the weekend, the entire James Bond video collection from Warner, a James Bond soundtrack CD from EMI, a Bond cocktail shaker and a life-size 007 cut-out. There are also 20 Entertainment Packs to be won, each includes a Bond soundtrack and a life-size 007 cut-out.



THE ULTIMATE BOND COMPETITION | TOMORROW NEVER DIES | Game of Skill Conditions of Entry

1. Instructions as to "How To Enter" and information on judging criteria form a part of these conditions.
2. Entry is open to all Australian residents other than employees and their immediate families of the Promoter and its agencies associated with this promotion. Competition is not open to residents of New Zealand.
3. To enter purchase the Sony PlayStation game *Tomorrow Never Dies* from any BIG W store and attach proof of purchase with the entry coupon on this page. Answer the question on the entry coupon on this page and send to: The Ultimate Bond Competition, Electronic Arts, 2/101 Union Street, McMahons Point NSW 2060.
4. Entry closes last mail received 25/01/00.
5. Judging will take place by 31/01/00 and prize winners will be notified by mail. Winner details will be published in the March issue of *The Official Australian PlayStation Magazine* on sale 23/02/00. The judge's decision in relation to any aspect of the competition is final and binding on each person who enters. No correspondence will be entered into. Chance plays no part in determining winners. No responsibility is accepted for late or misdirected mail. All entries become the property of the Promoter and may be used in future marketing exercises.
6. Total prize pool valued at 3 December, 1999 is \$12,710. There will be one entry judged as first prize. First prize comprises 7 nights twin share accommodation for two people at Club Med Nusa Dua, Bali, courtesy of Club Med Australia; breakfast, lunch and dinner daily, with wine and beer at lunch and dinner; sports tuition and activities and entertainment and 2 return x economy class Qantas airline tickets flying from the Australian capital city of the winner's choice to Denpasar airport. If the winner of this prize is under the age of 18, their accompanying guest must be 18 or older. Maximum value \$5,760.00.
7. There are 5 Bond Weekend Getaway Packs to be won each valued at \$870.00. Each pack consists of: one BMW Z3 roadster 2 day Weekend prize, one Bond Video Collection pack (18 videos), one life size Bond TND Standee; one Bond 007 Cocktail Shaker; and one EMI 'Best of Bond' CD.
8. There are 20 Entertainment Packs to be won valued at \$130.00 each. Each pack consists of: one EMI 'Best of Bond' CD and one Bond Standee.
9. To accept the BMW Z3 roadster weekend prize component of the Bond Weekend Getaway Pack, a winner must be 25 years of age or older, hold a current Australian motor vehicle drivers licence, and agree to, and sign, the rental agreement provided by BMW Australia. If a winner cannot or will not meet these conditions, they may nominate someone else who meets these conditions. If they are unable to do so by 31 March 2000, this component of the prize is forfeited.
10. All components of the Holiday prize and BMW Z3 roadster weekend prize are subject to availability and blackout periods as defined by Club Med Nusa Dua, Qantas and BMW Australia. All taxes, meals other than as stated, gratuities and tips, bar costs, laundry, camera fees at monuments visited at guided tours, visas and passport costs, insurance, amendments or additions to the itinerary, items of personal nature and all other ancillary costs are the responsibility of the winner. The holiday prize does not include membership insurance (\$50.00 per person) and transfers (approx \$20.00 each way Denpasar Airport to hotel). The winner must pay for these expenses. The first prize holiday must be taken within one year of the draw date and cannot be taken during peak periods. The BMW rental must be taken within six months of the competition draw date. The holiday prize will be coordinated through the winner's local Club Med Office.
11. Titles included in the Bond Video Collection are: *Dr No*; *For Your Eyes Only*; *A View to Kill*; *The Man with the Golden Gun*; *On Her Majesty's Secret Service*; *Octopussy*; *Live and Let Die*; *The Spy Who Loved Me*; *The Living Daylights*; *Licence to Kill*; *Golden Eye*; *Diamonds are Forever*; *Thunderball*; *Moonraker*; *You Only Live Twice*; *Tomorrow Never Dies*; *Goldfinger*; *From Russia With Love*.
12. To the extent permitted by law, the Promoter, its employees and agents, shall not be liable for any loss or damage whatsoever which is suffered (including but not limited to indirect or consequential loss) or for personal injury which is suffered or sustained by a winner while participating in a prize. Winners must sign and return any liability release and indemnity provided by the Promoter and/or any entity associated with this promotion as a condition of their prize being awarded. If a winner is under 18 years, a parent or guardian must also sign any provided liability release and indemnity as a condition of the prize being awarded. Failure to return the signed releases and indemnities will result in entitlement to the prize being forfeited and the selection of another winner.
13. The Promoter is Electronic Arts, ACN 003 367 824, 2/101 Union Street McMahons Point NSW 2060.



How to Win

Buy a copy of *Tomorrow Never Dies* Sony PlayStation game from any BIG W store in Australia. Using this coupon, tell us in 25 words or less, if you were James Bond for the weekend, what would you do? Post your completed coupon and your BIG W receipt to *Tomorrow Never Dies* Competition, 2/101 Union Street, McMahons Point NSW 2060. Competition closes last mail January 25, 2000 and winners will be published in the March 2000 issue of *PSM*.

Name:

Address:

State:

Postcode:

Daytime Phone Number:

Age:

Email:

To win, in 25 words or less, tell us what you would do if you were James Bond for the weekend. Be creative, we are looking for originality.

Tick here if you would like to be sent information in the future from Electronic Arts.



Resident Evil, Silent Hill, Dino Crisis...

Have you soiled yourself yet? 'Survival

horror' is here and, smirks Andy Lowe,

things can only get wetter.

Shock Therapy

A great filmmaker once wrote: "There is no terror in the bang, only in the anticipation of it." Sir Alfred Hitchcock to you. Ever been on the Ghost Train? Eerie fluorescent skeletons and muffled old Scooby Doo cackles pepped up by the man who sells the tickets hiding on the back of the train, ruffling your hair. Rubbish. But, as the carriage clanks and wheezes its way towards the entrance flaps... For synapses already fluttering on Class A candyfloss – that's scary.

And that's the point of survival horror: less gore is more. Dim the lights, crank the tension. It's quiet – too quiet. Something wicked round that corner may shuffle. All those maddening action-punctuation scenes of doors squeaking open and staircases being scaled – dead on. Anticipation. Admit it, the bit with the cat in the box in *Silent Hill* was more fun in a spooky kind of way than blasting a hundred of those flying lizard things out of your hair. And, oh to bottle that feeling of creeping past your first downed *Resident Evil* zombie only to have it hug and chew your ankle like a horny tramp.

Five or six years ago, a hunk of junk known as the Mega CD over-specified the mark with a little number called *Night Trap*. An unplayable B-movie balls-up with a boneheaded "size is everything" approach to the emerging CD format. Much guff was floated about "interactive movies". Colourful labels bawled out the like of: "Featuring over 15 minutes of Full-Motion Video." In effect, the game was little more than a protracted code-breaking exercise – a case of being in the right room at the right time.

Now, though, they have the technology and the aim of the game is immersion. Today the designers don't care so much about the cosmetics. They want to get right inside your hot little head, knife in teeth, Room 101 keys jangling.

They know where you live – hiccups-cure speaking... The original *Resident Evil* was conceived by Shinji Mikami's team at Capcom, Japan, back in 1995/6. It was a surprise release from a company better known for long-running beat 'em up sagas and adequate platformers. Mikami felt that PlayStation's technology had finally caught up with the possibility of a truly "interactive movie" – an adult-oriented gaming experience that concentrated more on cinematic pace and ambience to draw out a more complex emotional response. Absorbing stylistic inspiration from the likes of George Romero, John Carpenter and Wes Craven, Mikami translated the heavy weapons approach of Id's *Doom/Quake* series and pulled away from the point-of-view into something more voyeuristic and Hollywoodised. It was back to the storyboard – gradual plot exposition, appropriate camera angles and pace-checking cut-scenes. ▶





[1] *Night Trap*, a truly horrifying product in more ways than one. [2-3] Survival horror at its best – *Resident Evil*.

Bring That Beat Back

Undead one-eyed goblins going for the face... Can't be too tickery-friendly, can it? *PSM* bagged itself a consenting adult and jacked them into a 24-hour heart monitor before locking them in a dark room with only an hour on each of the following for company.

Silent Hill

Konami

WHAT HAPPENED: No problems up to the bit with the siren in the back alley (when it all goes dark and the muffled heartbeat noises kick in). Slight skip in rhythm around the time of the soundtrack. Then, a major flurry as the dwarf dead guys start swiping Harry's ankles. **SPooky VERDICT:** Top of the pile. Caused most fluctuation in the pulse rhythm readout. Also, disturbingly, our man appeared to take more than a passing physiological interest in lady cop Cybil.

Alone In The Dark

Infogrames

WHAT HAPPENED: Not much. Bit of a spike during the trying-to-remember-how-to-load-a-weapon period. Probably just frustration. Otherwise, nothing more than a thousand-yard stare flatline throughout.

SPooky VERDICT: Casper The Friendly Ghost to *Silent Hill*'s Exorcist. It may be a special kind of challenge when a monster starts shooting at you, and you can neither see it, nor get into a position to shoot back. But it's definitely not spooky.

Quake II

Activision

WHAT HAPPENED: Although there was a small hike in the average rate (from 85 to 90ish), *Quake II* is exciting, but not scary. Too many robotic things, not enough teeth and drool.

SPooky VERDICT: The 'jump' scenes are more by virtue of fiendish level design than an attempt to scare you. And they won't. And we proved it.

Resident Evil 2

Capcom

WHAT HAPPENED: A solid all-rounder, with quite a few spicy moments of 'tachycardia' (heavy breathing). Biggest scare when the mutant tentacle monster licks its lips and hops down from the ceiling. And a major judder at the sudden gunshot in the police station.

SPooky VERDICT: Very. Clearly, dark and deadly – with ominous shuffling noises – is the key. But a pretend zombie grabbing his leg didn't have much effect on our guinea pig's heart rate.

Dino Crisis

Capcom

WHAT HAPPENED: "Notable rhythm abnormalities" throughout. Second only to *Silent Hill* at notching up an Andes of peaks and dips. T-Rex smashes through window – big flutter up to 115bpm.

SPooky VERDICT: Highly. The tweaks in camera-angle presentation lend more to the 'here-comes-another-corner...' dread. A quick experiment in trying to run and hide instead of resorting to shooting was also pretty pulse worrying.

The aim was simple – more depth. The application of intelligence through technology to take gaming to the next level, wiring the player in to a nervy, fantasy/reality-blurring connection with on-screen events. The visual horror, although B-movie basic, was effective by nature of its novelty. The tone had changed. *Mortal Kombat's* Itchy & Scratchy gore suddenly seemed daft and dated. The gigantic, Hiroshima-inspired, city-razing robots had given way to a more introspective creepiness. Japan, with its soaring young suicide stats, lapped it up as slightly Westernised escapism with a flavour of dark relevance. And soon the phenomenon went global (*Resi 1* is still Capcom's biggest selling game ever – including the *Street Fighters*) and, further in with the movie line, the engine was nurtured and the sequels plotted.

While the game-to-movie conversion has been poisoned with ill-advised/conceived duds (*Super Mario Bros*, *Street Fighter*...), games have been taking their cues from movies for almost two decades. In 1982, Irem's *Kung Fu Master* was basically a port-over of Bruce Lee's "last film" *Game Of Death*. *Tomb Raider? Raiders Of The Lost Ark* with a female Indiana, of course. Now, the influence is much more of a two-way thing. As the games have become more grown-up and sophisticated, so the gamer demographic has expanded, trickling influences through to the notoriously parochial LA entertainment Mafia (*Tekken* plus *Fade To Black* divided by *Syndicate Wars* equals *The Matrix*).

Although the *Resident Evil* sequels have hardly been drastic departures from the original (more movie-world influence, maybe), the genre is progressing with plenty of subtle shuffles forward in step with technological maturity and gamer suggestions. Advances in polygon design are rendering your homicidal nemeses – be they the slouching undead or terrible lizards – smoother, flicker-free, less video gamey, more real. The entire

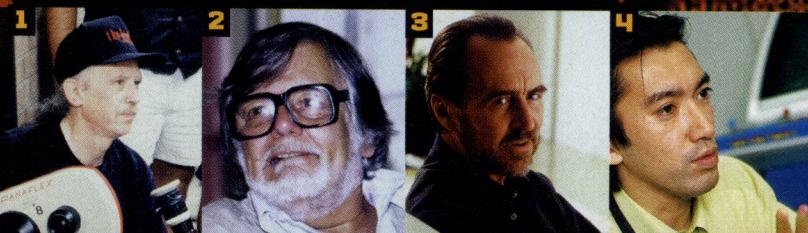
approach to framing the action is becoming more and more cinematic, with the camera angles now swooping and zooming in tandem with the action and, in *Dino Crisis*'s case, often progressing to enemy point-of-view shots. And, slowly but surely, those unavoidable door-opening bits are becoming quicker, less intrusive, melding with your character's movement and state of health.

As far as the 3D environment is concerned, *Dino Crisis* also represents a hop forward, with fully interactive – as opposed to pre-rendered – backdrops. The survival horror gameworld is edging closer to feeling like an alternate reality. Less "Nothing to care about..." messages, more bullet-holes in tables and stuff to blast off shelves. Also, Dual Shock jockeys will be delighted to feel the *Jurassic Park*-esque judder as Mr T-Rex enters the building.

There's also the elusive replay factor – hinted at in *Resi 1*, improved in *Resi 2* and now, with *Dino Crisis*, beefed up to take in alternate routes and multiple endings. At last it seems designers might be coming round to the idea of what an "interactive movie" might actually mean – a non-linear approach which encourages exploration and creativity rather than just ticking off a series of points in a walk-through.

So let's talk more about immersion and emotion. Sony Computer Entertainment executive vice president Ken Kutaragi's talk about PlayStation2 bodes even more darkly – in a good way – for the future of survival horror. Kutaragi's key keenness (illustrated by the Emotion Engine trademark for the PlayStation2 processor) is for "nuances, feelings and ambience ... behaviour and emotion". He wants to go even deeper – ideally, as deep as it gets before it all goes *Lawnmower Man*-shaped. "PlayStation2 will be a games machine, but there is the capability to connect to Sony's audio-visual equipment," says Kutaragi, like some techno-prophet. He wants PlayStation2 to hook up with the likes of VCRs and digital cameras to allow the player to imprint his own images – maybe his own environment

Masters of horror. [1] John 'Halloween' Carpenter [2] George 'Dawn Of The Dead' Romero [3] Wes 'Hellraiser' Craven [4] Shinji 'Resident Evil' Mikami.



Shrink Rap

Horror – what is it good for? Absolutely messes it seems. *PSM* spoke to consultant psychiatrist Dr Sidney Crown.

PSM: Why do we seem to 'enjoy' being scared?

Dr SC: These games are good examples of the natural thrill-seeking response. It's all linked with the human capacity for play and challenge – the need to conquer. There's a progression from, say, working out at the gym to climbing mountains and other danger sports. The idea of risk-taking with the possibility of death. We're naturally inquisitive. We like to experiment mentally – how far can we be shocked? You know what might be coming around the next corner and you enjoy the mental challenge of facing up to it. A game – or film – supplies the feeling without the physical risk.

PSM: There's more of an emphasis on 'primal' fear in the survival horror games.

Dr SC: Well, 'primal' is just our word for it. Fear of the dark is a good example. There's nothing inherently scary about darkness, but it's intangible. Each individual projects their own imagination – their own demons – on to it. When the game designers include 'jump' scenes, they're accessing our autonomic nervous system – blood pressure, heart rate, adrenaline release. It's all automatic and yes, it does give us a buzz.

PSM: Can it be healthy? Good therapy?

Dr SC: Unless you have a heart condition, yes. Mentally, it's extremely healthy to seek out new experiences. Our worst fears are the ones that are hard to grasp, so anything that increases understanding of them is helpful.

– on to the gaming world. Imagine a *Resident Evil* 4 where, instead of being stuck with the slick and burly ciphers of Claire and Jill and Alan, you customise the head monster-maimer with your own frowning face.

Hey – why not indulge/petify yourself by giving your zombies the Identikit, frozen-stare looks of your genuinely demonic little brother? Or – better out than in – your ex-girlfriend? Kutaragi's enthusiasm for on-line gaming digs up even dishier images... You and four or five (recognisable) mates wandering around a huge *Silent Hill*-like environment... The potential to throw out 'teaser' taunt sounds (recorded in your own voice, naturally) or litter the place with dummy diversions, lures, traps...

The survival horror progression has already moved through zombies (*Resi 1/2/3*), satanic entities and parallel dimensions (*Silent Hill*), and those bad old perfect predators from the past (*Dino Crisis*). What now? *Silent Hill* is probably as doomy and moody as it'll go, and *Dino Crisis* has

zipped up the jump/surprise factor to occasionally unplayable levels. Maybe it's time to pump up the 'human' element, currently benchmarked by PCers *Kingpin* and *Half-Life*. Lose the zombies and monsters completely and concentrate on a multi-layered story, enemy intelligence and colleague cooperation. And, with all these cinematic influences, why not go straight to the source? Poach a few decent movie actors and bring in a Hollywood script editor or three (*Resi 2* – "There was, uh, an incident... Involving zombies.")

Try this: a game set in a futuristic maximum-security penitentiary (like the one in *Face/Off*), where the inmates have rioted and taken control. You're part of a special forces team, which goes in to retake the prison. Improvised weapons, help from wounded guards, bosses of various 'wings'... Maybe even a few beat'em-up elements. Dark corridors and big, scary, murderous (and vocal) human assailants with the emphasis on tricky AI. Plenty of survival. Plenty of horror. Just not so many groaning zombies.



[1-4] Messing with your mind like no game before it, *Silent Hill* from Konami.



PSM: There's more of an emphasis on 'primal' fear in the survival horror games.

Dr SC: Well, 'primal' is just our word for it. Fear of the dark is a good example. There's nothing inherently scary about darkness, but it's intangible. Each individual projects their own imagination – their own demons – on to it. When the game designers include 'jump' scenes, they're accessing our autonomic nervous system – blood pressure, heart rate, adrenaline release. It's all automatic and yes, it does give us a buzz.

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They Have Been Watching...

Survival horror types, Hollywood style. These really should be games.

Carnival of Souls

Herk Harvey, 1962

What's it about? Nervous blonde woman almost drowns in a drag racing accident. Or does she? She takes a job playing the organ in a spooky church deep down south in Utah. Crumbling, *Psycho*-like lodgings, dead souls in abandoned amusement parks... Is she already dead? And why the cadaverous face at the windscreens? An obscure classic.

Game on? Certainly. Playing a 'spirit' character would be a slinky twist. Think *Silent Hill* in a less samey environment. Could be a kind of ethereal quest – the soul's rite of passage. And all that.



Night of the Living Dead

George Romero, 1968

What's it about? Seven now-classic horror movie 'types' barricade themselves inside a farmhouse as the zombies lay siege. The low budget means more reliance on shocks and tension than ultra gore. Unstoppable, unreconstructed, undead. Also see *Assault On Precinct 13* (zombies replaced by death-wish street gang).

Game on? If the network/Internet option works out, definitely one for PlayStation2. Multiple characters in a big building try to survive for a set period by working together. Also – zombies vs humans multiplayer.



Halloween

John Carpenter, 1978

What's it about? The granddaddy of the stalk-and-slashers. Jamie Lee Curtis faces off against psychotic Michael Myers in gloomy suburbia. Surprisingly little gore given its reputation, but steeped in nerve-twanging tension (looming figures in car back seats, things that go bump around the corner, subjective point-of-view shots).

Game on? With a twist or two. Surprisingly few games have tapped the makeshift detective-tracks-mad killer vein. Series of brutal killings in a suburban town... You're the local reporter shadowing the detectives – who all start to disappear. Fill in the rest.



The Thing

John Carpenter, 1982

What's it about? A group of researchers at a remote Antarctic base are menaced by an insidious, shape-shifting alien, which can emulate its victims. More alien than zombie but still up there on primal, paranoia terms. Contains the best protest from a man tied to a couch having his blood tested for alien cells scene ever.

Game on? Surely. The formula is perfect – remote location, sci-fi elements, plenty of characters. Could be another multiplayer (*Spot The Alien*).



The Blair Witch Project

Daniel Myrick/Eduardo Sanchez, 1999

What's it about? Three student filmmakers venture into creepy Maryland woodland to make a documentary on local supernatural folklore. They're never heard from again. And then, as the tagline goes, "one year later, their footage is found..." A surprise sleeper in the US.

Game on? Probably more of an outside-looking-in experience. Although the main character could be investigating the crew's disappearance, stumbling on bits of footage, building up the story, *Dino Crisis*-style.



Resident Evil

Constantine Films, 1999/2000

What's it about? Rumours abound – Romero as writer/director, Ennio Morricone doing the score, *Se7en* writer Andrew Kevin Walker scribbling the script. Mostly Internet fantasy. Fact – despite directing a Japanese ad for the game, Romero is now officially out (Capcom didn't like his scripts) and the film is back in Development Hell.

Game on? The game of the film of the game? Very post-post-modern.



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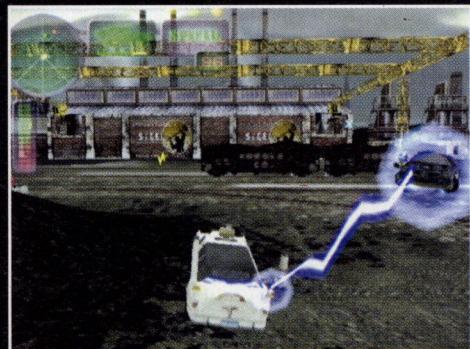


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- PSM

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IF IT DRIVES BY, BLOW IT UP!

Micro Maniacs

Micro Machines saw us racing in bathtubs, on pool tables and just about anywhere you could imagine.

Now the racers themselves have changed. **Steve Polak** welcomes you to the world of *Micro Maniacs*.

Micro Machines has always been one of the best, most amusing, and at times most frustrating racing games on the planet. Years ago on less powerful 16-bit game systems many of us had a ball playing these superb games and certainly the more recent PlayStation incarnations have not disappointed either. However, this time around the *Micro Machines* series has had a serious make-over — the vehicles have been ditched and you now get to engage in a rather weird looking foot race with a bunch of decidedly Japanese 'Manga-esque' miniature runners.

The new game will feature eight weird and wacky runners and 40 tracks for them to strut their stuff on. Because the little guys are on foot they will leave footprints as they run through water, ink and other substances. Best of all, because the competitors are no longer cars, you will have more opportunities to interact with the tracks you are racing on.

The gameplay is very solid, with the same two-player shenanigans that made the series famous over the years. For those who have never played *Micro Machines* before, the game has a unique approach to two-player simultaneous racing. Instead of having two players cover the track independently using a split screen approach, you race in the same screen and score points once you have managed to outpace your opponent. If you get a certain distance ahead of another racer, they fall off the screen, the game stops, you are awarded a point, and then the racing restarts. This imaginative approach has worked well to date and *Micro Maniacs* sees the basic idea remain. However, there are some significant changes to the series.

According to Steve Taylor, one of the designers, the need to change the game to feature humanoid racers was fuelled by a feeling that they had taken the *Micro Machines* vehicle-based racing game formula as far as they could.

Instead there is "This Dr Minimiser guy who has gone

all around the world mutating and shrinking these superhero types down to tiny proportions so that they won't trouble anyone. The little guys still have fantastic powers though, and the essence of *Micro Machines* is still there, so the game has a lot of character."

The game also features levels populated by toys we all played with as kids, including an Etch-A-Sketch, a Simon, an old Atari console and other cool toys which you can interact with as you race around some of the levels. There is even talk of sub-games being hidden in the Atari console... Although many PlayStation owners won't remember these digital dinosaurs from the vault of videogames.

Also, because the characters are on foot, jumping plays a much more significant part. For example, you can gain power-ups if you jump on the 'Simon' musical puzzle game and initiate a sequence. There are also flip-top toy boxes you can jump on and many other interactive elements. You might also want to be careful of the garbage disposal systems, mouse traps, and there is one level full of knives (think the knife scene from *Twister*).

There are also four hidden characters (including a super character called 'Project X'). These guys naturally have better speed, abilities, and cuter girlfriends than the standard characters.

Micro Maniacs is very colourful and the game worlds are full of variety and lots of great items. The game runs in high-resolution mode, and certainly the visuals are a lot better than the previous games in the series. The camera floats above the action competently, occasionally obscuring you from your racer at crucial moments. Codemasters has assured us that this aspect of the gameplay will be seriously tweaked.

The controls certainly feel different to the other games in the series, as the transition to running racers gives you better manoeuvrability, and certainly the little guys are waaaaay wicked at turning tight corners. This definitely takes some getting used to, but ultimately it provides a rewarding experience.





The Manga inspired characters have lots of personality and some cool special attacks, including bombs and static electricity.

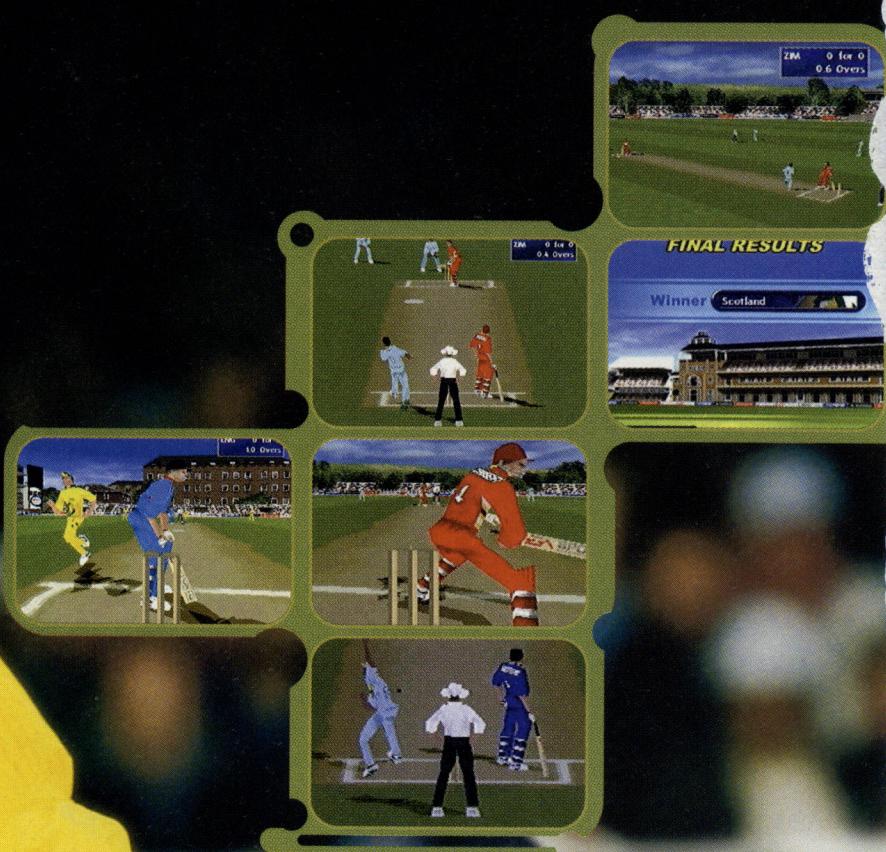
PSM OPINION

+ The game has all of the great *Micro Machines* flavour we have come to expect, but with a new twist.

- Two-player games between good and bad players can be over very quickly. Inexperienced players may find the *Micro Machines* approach frustrating.

! Play it again, Sam. The version we played featured the same music as the previous game in the series.





PSM OPINION



It's cricket, and it's brought to you by the masters of the sports sim. Presentation is good, and belting sixes onto the second tier of the Great Southern Stand is great fun.



Bowling is a little dull, and there's not the variety in shot selection that we'd have liked. It's also too easy to smash boundaries.



We suggest EA adds a test match mode immediately, as well as a classic game mode, and dumps the batting timing graph to make the game more difficult.

Cricket 2000

Super cricket, that. Join Richie Benaud to see if EA can hit *Shane Warne* for six with *Cricket 2000*. **Jason Hill** straps on the pads.



It seems the wait for EA's cricket game has been longer than a Steve Waugh cover drive. Now that the release is fast approaching and *PSM* has been able to exclusively play a preview version, we're not sure the wait will be worth it.

Shane Warne Cricket from Codemasters has plenty of faults but it's still superb fun. Warne is hardly realistic and the graphics are a little shoddy, but playing against your mates is a scream, and the classic matches provide a fair challenge for single players, too.

EA's *Cricket 2000* certainly offers superior presentation to Warne, but it's not the quantum leap we expected. And despite EA's claims to the contrary, *PSM* isn't sure it's going to be much more realistic, either.

After watching the typically snazzy full-motion-video introduction, players are given the choice of Quick Start, Friendly, World Cup or Super Six modes. Hmmm, now isn't something missing? The omission of a test cricket is appalling, and hopefully EA comes to its senses and includes it in the final release. Fortunately, all the World Cup nations and players are included, with Australia, Bangladesh, England, India, Kenya, New Zealand, Pakistan, Scotland, South Africa, Sri Lanka, West Indies and Zimbabwe squads on offer. Players are rated in categories like throwing, catching, aggression, fitness, reflexes, speed, batting attack and defence.

Both batting and bowling controls are easy to use, but don't really offer any more comprehensive control over your players than *Warne's Cricket*, something *PSM* had high hopes for in EA's game. When batting, players can move the batsman left and right on the pitch (but not charge down the wicket) then select what direction they want to hit their shot. Players can choose normal, defensive or attacking shots. There's a graph on the side of the screen to help you successfully time the shot. The graph actually takes a lot of the fun and skill out of the game; you tend to watch the graph rather than look at the batsman. And even on hard mode, *PSM* was very quickly racking up massive scores, hitting balls for four and six almost at will. But strangely, we couldn't manage to pull off a single cut shot, the

batsman instead playing the ball defensively down the pitch whenever we tried.

Bowling is never as much fun as batting in most cricket games, and *Cricket 2000* is no exception. You place a target on the pitch, choose to apply swing/spin in any point of the compass, and press the button when your desired speed is displayed on a power meter. *PSM* isn't terribly impressed by the variety of balls to bowl.

Fielding at the moment is automatic only, and unfortunately, fieldsman too often display intelligence of ridiculous proportions. *PSM* was able to run five on a number of occasions when the ball went through straight to the keeper, while dropping the ball at your feet and running can net you even more runs, with half-a-dozen fieldsman staring blankly at the ball.

Ball physics do seem much more realistic than *Warne's Cricket*, a real step in the right direction. The timing of your shots certainly affects the placement of the ball, which helps realism. However, EA promised that the flight of the ball would be accurately modelled, influenced by the seam, ball degradation, climate effects and edges. There certainly doesn't seem to be much evidence of all of this...

Presentation is also superior to *Warne's Cricket*. The player animation is reasonable, and there's a good selection of authentic venues, including the MCG, SCG and Gabba. Camera modes include ball cam, reverse, midwicket, high, and the normal "game cam" which usually displays the action well. Commentary from Richie Benaud and David Gower is entertaining, even though they too often get it laughably wrong. Still, there was much merriment in the office when the score was 2/222. *PSM* also really likes the way the batsman realistically call when running down the pitch, screaming things like "Yes, c'mon, one more".

If you are playing against a mate, *PSM* is sure you'll have plenty of fun with *Cricket 2000*. But there are an awful lot of problems here that need ironing out before the game is released, and there's not much time. We'll know next month whether you'd be better off just playing with *Shane Warne* instead.

The visuals are superior to Warne's, but there's not a huge improvement on offer. Unfortunately, the gameplay doesn't look superior, either.



Ace Combat 3: Electrosphere

Helmet? Check. Parachute? Check. Weapons? Check. **Mike**

Wilcox fastens his seatbelt, gives the fuel gauge a tap and has a sick bag at the ready. *Ace Combat 3* is not for the faint-hearted.

While the PlayStation console can lay claim to having more games available in just about every imaginable style on Earth, one of the earliest genres still remains largely untouched and still up in the clouds – flight simulators. Traditionally these have been known for their over-complex nature, with their phone book size manuals, geeky keyboard overlays, and some prior experience as an astrophysicist normally required to get airborne. Three good reasons why very few console owners have been chomping at the bit for the next best 'real' thing.

However, Japanese game guru Namco seems to have the right idea with its *Ace Combat* series, focusing on a more arcade style of gameplay, while still managing to offer a variety of key flight sim features... The first in the series, *Air Combat*, hardly caused a stir just after the launch of the console, however *Ace Combat 2* was a near perfect port from the arcade version, with a clear improvement in all areas, including more missions, more action, and a complete make-over in the 3D graphics department. Now the third instalment in the *Ace Combat* series is almost upon us and it's shaping up to offer the most realistic flying experience you will possibly ever see squeezed out of a 32-bit machine.

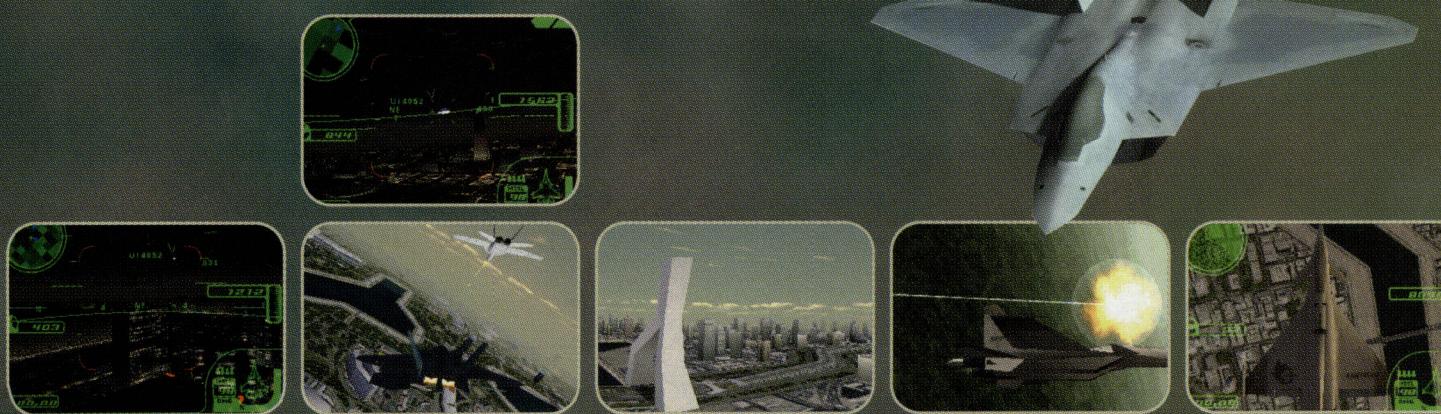
As with most follow-ups, there's the usual promise of

more in the way of actual gameplay. This comes in the form of more missions, more aircraft and more weapons, but more importantly, an in-depth and involving storyline that is directly effected by your actions and decisions throughout the game, ultimately offering up to five different endings to the game.

Ace Combat 3 is set in the not so distant future of the new millennium, where the collapse of the government system has seen the rise of powerful corporate enterprises trying to control the balance of power (maybe not so unbelievable after all, hey?). The two major warring factions are the military-backed General Resource Ltd, and the information and technology-industry backed Neucom Inc. Your role is actually that of a member of the UPEO (Universal Peace Enforcement Organisation), whose aim is to try and maintain the peace between the two parties... The actual plot line is not as linear as you'd expect from a 'straight-out' flight game. Actually, the non-linear nature of the game is one of its big drawcards. Throughout the game, you'll have many opportunities to choose between multiple objectives and alliances, and these decisions will alter future mission objectives, as well as the outcome of the story.

While *Ace Combat 3* comfortably fits into the mould of a flight sim, it's far from being something purists are looking for, and neither does it pretend to be. The simple control





scheme combined with fast action and the simulation-style gameplay make for a game that flying fans and casual gamers should enjoy. To take full control of any one of the 16 collectible aircraft, you'll require the full use of every button and both analog sticks (of a Dual Shock controller). The **Select** button flips between the regular inside cockpit view or alternatively the outside and behind view. The **←** and **→** buttons are used for banking and air speed control, the action buttons bring up maps and fire off a choice of two weapons, the left analog stick controls the direction of the aircraft, and the right stick offers a 360-degree view of your ship. All this certainly becomes a finger-twisting handful in some of the hairier levels.

The variety in missions is impressive and includes downing specific flying targets, dogfighting with up to eight enemy aircraft, sinking a fleet of ships, destroying buildings and bridges, high-altitude chases, dam busting, submarine hunting, taking off/landing and mid-air refuelling, flying wingman for bombers... In fact, everything you could wish from a flight combat simulation. With each mission comes a primary objective, as well as a secondary one. Finish the primary goal in the allotted time and you're free to carry on the secondary objective with no time limits. On completion of your mission, you're rated on how effective

it was and an appropriate score is awarded. By working through each mission, new aircrafts are unlocked, and then it's up to you to select from the planes available as to which one is best suited for the rest of the missions based on the weapons required and the type of mission it is.

The game boasts some stunning hi-res graphics, including light sourcing and shadow effects on the shell of the aircraft as it banks to one side, reflective water surfaces that respond to weapon fire, as well as ground texturing and modelling, such as snow-capped mountain peaks and deep desert canyons. Other small touches like the translucent wisps of cloud sweeping past to give the sensation of speed, and vapour trails from wing tips also add to the visuals.

The game's audio isn't about to blow you sky high, with its mix of uninspiring electronica, believable aircraft engine sounds, and a rather repetitive voiceover saying, "Warning, pull up!" However, in parts it does feel appropriate for this style of game.

Ace Combat 3 is definitely one for G-force freaks to look out for, and with the intended inclusion of a well-developed storyline, it has the chance of drawing in plenty more willing and able pilots. Besides, there's not much that Namco has touched that hasn't turned to gold.



PSM OPINION

+ With multiple endings, the replay value is excellent. There are some simply stunning graphics to enjoy.

- If you're not into flying planes, there's really nothing here for you. Some of the missions appear to be quite similar to each other.

! Mission briefings appear for hardly any time to read what you're supposed to do. Naff graphics such as "BINGO!" when you get a direct hit wouldn't be missed.



Fear Effect

Yet another videogame spin-off spawned from the movie *Blade Runner*. However, if you're a fan of the *Resident Evil* series, read on. **Steve Polak** is sure you'll develop a keen interest.

Fear Effect is introduced by a well-animated and very bleak intro, which sees you donning the morally questionable robes of a mercenary. The game is set in a futuristic *Blade Runner* inspired China and you are out to rescue Wee Ming Lam, the runaway daughter of a local businessman. You are keen to make sure the girl is safely returned to her father, and she has disappeared into the notorious and extremely dangerous Shan Xi province, however you are out for reward money and nothing else. As a result the game pits you against just about everyone in your mad dash to capture... Ahem... 'Rescue' the young lass.

The game is very similar in style to the popular animated series *Aeon Flux*. The pseudo cartoon animation is not meant to be realistic and adds to the 'comic book' feel of the character animations. Visually the game makes much of classic *Blade Runner* effects like glowing neon, darkness, and rain. However, at times the pre-release version of the game suffers from that all too familiar problem of poor camera control. To be sure there are some nice camera effects and the game even pans the camera viewpoint while you are moving on-screen, but this flashy new effect also results in less than smooth animation.

As you'd expect there is gunplay, gadgets and hand to hand combat. The game lets you follow in the footsteps of *Metal Gear's* Solid Snake and do a bit of stealth work. There is also a sniper mode. However, the combat is very simple, and *Resident Evil 3 Nemesis* has many more options in terms of combat moves. Also, you cannot aim your pistol with much accuracy and this can prove frustrating.

You begin the game as Hana Tsu-Vachel, a slinky female mercenary, and after the well-animated intro you are atop a giant foreboding building and instantly attacked by guards on the rooftop. In this way the game gets into the action quite convincingly. During the course of your adventures you will visit many different places, and get to control three characters, each with specific strengths and weaknesses. This should help keep the gameplay varied.

The game uses pre-rendered backgrounds, at times in an unsatisfactory way such as we saw in *Resident Evil*, and there are also pre-rendered animations that interrupt gameplay, which can at times be annoying. However, it has some cool visuals and a good plot with a few twists. 

PSM OPINION



Fear Effect certainly has lots of atmosphere...



...Even though it is copying a well-worn blueprint.



Perhaps it wouldn't hurt to tweak the aiming system a little.

Publisher: Sony | Developer: 389 Studios | Release date: March | Origin: US | Style: Jet hover bike racing | Players: Two

JET RIDER 3

This third instalment in the *Jet Rider* series comes with one guarantee for all you adrenaline junkies. At some stage during any given race you will be parting ways with your trusty jet hover bike, no matter how tight you hold on. You might plunge down an icy ravine, spiral out of control into a river of molten lava, or simply overuse the 'grapple' thingy that has a nasty habit of slamming you into the closest oncoming obstacle.

It's all just part and parcel of taking on some of the 14 extremely unforgiving courses and five stunt areas ready and waiting in *Jet Rider 3*.

Essentially the gameplay is consistent with the previous two titles – you score points for the higher you place in each race and at the end of each round, if you've scored well, new tracks are unlocked.

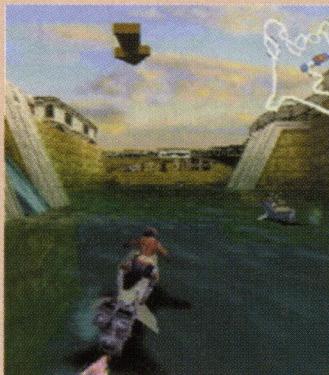
There are now 11 teams to choose from, including some old favourites, and as before, each team's mega bike features fixed strengths and weaknesses, including variations in top speed, acceleration and vehicle weight.

The majority of the courses are well designed, offering a variety of different racing surfaces, such as water, dirt, sand,

ice, snow and concrete. One concern though, is that they aren't very user 'high-speed racing' friendly.

Another not-so-convincing feature is the bike's ability to rotate a full 360 degrees the minute it catches the slightest whiff of air, making for some frustrating recoveries. The game's all new 3D engine definitely introduces a new dynamic environment and fresh palette of colour and details, but the action is still not as fast as *Wipeout 3*.

It should be warmly received by those already devoted to the series. **MW**



Publisher: Hasbro | Developer: Interactive | Release date: Out now | Origin: US | Style: Kids action adventure | Players: One

ACTION MAN

Something's afoot. Popular toys of the '70s are suddenly receiving polygonal translation. That remarkable dinky-cars-zooming-along-thin-orange-tracks affair *Hot Wheels* has hit the shelves, and here comes *Action Man*, the king of plastic dolls.

Action Man begins with a poor introductory sequence before miraculously turning into *Grand Theft Auto*. Or at least a more-than-passable interpretation of DMA Design's popular delinquent crim sim. The devilishly fiendish Professor Gangrene and his cackling assistant Toxica are stealing laboratory equipment from various

parts of the city. Action Man's task is to drive around the aforementioned metropolis and shoot the living daylights out of their getaway cars.

The viewed-from-above action demands that you eliminate rogue vehicles by deft use of bumper-mounted machine guns. It's fun and fast. You have to collect all the Power Points that litter the city before you can progress. However, some are inaccessible in your silver sports car, so you return to Action Man's garage and pick up either a motorcycle or a 4x4 Jeep.

And then comes another surprise. A

cut sequence shows Action Man hang-gliding into the desert and suddenly you're in a third-person adventure, complete with a vast inventory of weapons and gadgets. You can even zoom in and out to get an overview of where the guards are before taking them out with a sneaky arrow.

Okay, so it's not *Tomb Raider*, but such changes of pace and action come as a pleasant surprise. *Action Man* has distinctly youthful leanings, but it promises to be friendly enough fare. It is likely to find favour with less experienced gamers because it's very easy to get into. **SB**



Publisher: BT | Developer: Perfect Entertainment | Release date: Out now | Origin: UK | Style: Point-and-click adventure | Players: One

DISCWORLD NOIR

The third foray into Terry Pratchett's weird and wonderful fantasy universe is again a point-and-click graphic adventure taking its cue from the offbeat *Discworld* books.

Set in the dark and depraved city of Ankh-Morpork, *Discworld Noir* casts you as Lewton, a down-on-his-luck private eye who was once a member of the City Watch. From the moment a mysterious and beautiful woman walks into your office at the start of the game, you're drawn into a complex web of murder, deceit and treachery...

This approach has advantages over the previous *Discworld* titles. Knowledge of

the books is not necessary and while there are plenty of in-jokes and references to keep Pratchett fans happy, understanding them isn't vital to completing the game.

The design also offers some new twists. Thankfully, the endless series of pull-this-lever-push-this-button puzzles that form the backbone of the typical adventure game are nowhere to be seen. Instead, most of the gameplay involves talking to people and following up on clues and leads.

Accompanying all this are the suitably dark graphics. Lovingly drawn 2D scenes provide a backdrop over which the 3D

polygonal characters appear, supported by excellent music and voice acting. The sound, in particular, helps to establish the atmosphere of the game.

Many of the cut scenes and dialogues are very long, and in the version we've got there's no way to pause or replay them and no text subtitles option. So if you aren't paying attention, you can easily miss vital clues.

If you're not familiar with noir-type films, a lot of the humour will make little or no sense. Still, *Discworld Noir* is a brave attempt to do something different. **AB**



Publisher: Ubisoft | Developer: Eidos | Release date: Out now | Origin: UK | Style: F1 racing sim | Players: Two

F1 WORLD GRAND PRIX

Don't scream – there's yet another Formula One game on the way. Under the watchful eye of Eidos and Video System (a company involved in F1 games since the early 90s), this is actually a 1999 stats-boosting follow-up to *F1 World Grand Prix*, which graced PC monitors earlier this year and proved an enjoyable mix of sim-like detail and highly accessible car dynamics. Inevitably then, the PlayStation version opts for the simulation end of the realism scale when it comes to controlling a 320kph machine.

This means you're going to have to treat your Dual Shock's controls with a

lot more sensitivity if you're planning to become the next digital F1 world champion. At present, the game's handling is not the most hospitable around (though F1 purists will insist otherwise) and as such is likely to push casual racing fans towards Psygnosis' more accessible *Formula One '99*. Switching to driving aids definitely helps, but this is no Sunday drive. In fact, you're likely to spend more time in the gravel than on the track at first.

Still, *F1 World Grand Prix* is going to have to work a little harder if it wants to grab the F1 crown. Close attention to detail

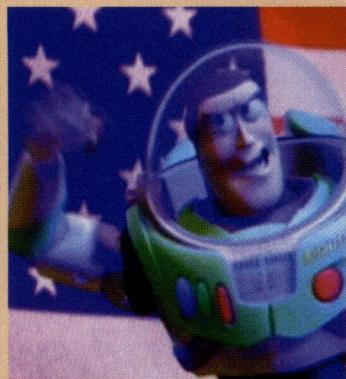
is commendable, but it's currently inferior to the levels found in *Formula One '99*.

Technically, it still has some way to go, too. Environmental mapping, higher resolution and a longer drawing distance means *Formula One '99* currently has the graphical edge, but expect Lankhor to bolster the aesthetic aspect of its creation before release.

While there are many refinements to come, it's still far from a racing certainty. However, *F1 World Grand Prix* could yet provide an alternative for the die-hard F1 fan who thinks easy-going *Formula One '99* is for old-timers. **MD**



TOY STORY 2



Publisher: Activision | **Developer:** Traveller's Tales | **Release date:** Out now | **Origin:** US | **Style:** 3D platform adventure | **Players:** One

As big screen licenses go, *Toy Story 2* is unique in that its release more or less coincides with the movie. The plots are very similar and, without wanting to give too much away, PSM can reveal that Buzz Lightyear is on a mission to rescue Woody from an evil toy collector.

Exploration plays a huge part in the game, and you must guide our pint-sized hero around seemingly gargantuan levels set in houses, gardens and alleys. In each area you'll have to complete tasks set by other members of the *Toy Story* cast. Find Bo Peep's sheep, collect coins, locate Mr Potato

Head's missing ear... The life of a space ranger is never dull. Luckily, Buzz can take most things in his stride, thanks to his huge array of moves and assorted power-ups.

The first level is set in Andy's house, and once you've mastered all of Buzz's moves you'll be able to poke around everywhere, from the basement to the loft. Every room throws up a new challenge, and some of the puzzles are deceptively tricky. For the most part, getting around the levels successfully depends on your ability to time jumps as you bound from shelf to shelf or table to chair. This is made slightly easier

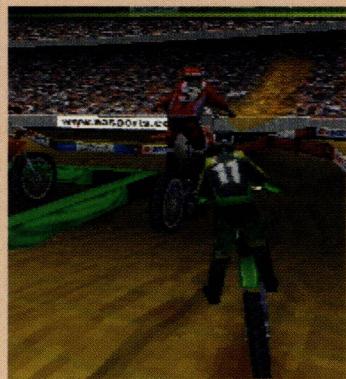
by the fact that Buzz can boost a leap by opening his wings in mid-air.

As befits a game based on a computer-generated film, *Toy Story*'s graphics are impressive. Everywhere you look there's detail to please the eye, particularly if you're in first-person.

The boss levels require thought to come out on top and every time you complete a level you're treated to a clip from the film. You can watch these again at any time using the Movie Viewer.

Toy Story 2 looks the goods to be a superfine 3D platformer. **JC**

SUPERCROSS 2000



Publisher: Electronic Arts | **Developer:** EA Sports | **Release date:** Out now | **Origin:** US | **Style:** Motocross sim | **Players:** Two

Still high on the exhaust fumes of *Championship Motocross Featuring Ricky Carmichael* (reviewed in PSM 28), EA has produced another one of those dirty bike racing games. But this isn't the kind of racing you see in paddocks across the country. Instead, the action takes place in massive indoor stadiums.

EA's offering features a large selection of narrow, mainly indoor dirt tracks, and pits you against no fewer than nine other riders every time you don your helmet.

Supercross 2000's stadiums include towering table-tops, whoops and triple

jumps, and the conditions constantly change making it increasingly difficult to dominate a Supercross season.

The controls are currently very difficult to get to grips with, and the large number of jumps on the tracks doesn't help this. Nearly every corner is a hairpin, and when you're racing against so many opponents, you have to get round the tricky courses anyway you can.

Thankfully, you have a choice of 25 of the world's finest Supercross and Freestyle riders of all-time to play as, so you should find one to suit your style as

you hoon around on two (often one...) wheels across the United States.

Or if motorised mayhem isn't your cup of tea (you really should be more adventurous) you can always show off pulling tricks in one of the three Freestyle arenas. Throw yourself off ridiculously high ramps, no-handed, while pulling a wheelie. "Look, Mum... No teeth!"

Hear the engine roar, smell the methanol and taste the dirt, all without feeling the pain. Next month we'll find out whether it's more fun than playing with Ricky... **JH**

ISS PRO EVOLUTION



Publisher: GT | **Developer:** Konami | **Release date:** March | **Origin:** Japan | **Style:** Soccer sim | **Players:** Four

Evolution is the latest progeny in the illustrious *ISS Pro* family and so far it appears to be bringing no disgrace to the good name.

As you'd expect from a modern sports simulation, there are front-end options aplenty. Match Mode enables you to play a quick exhibition match or penalty shoot-out. League Mode puts you in a 16-team league and leaves you to scrap to the top. Cup Mode gives you a variety of knockout competitions, while Master League provides 16 original club teams to play against. There is also the now obligatory Training Mode,

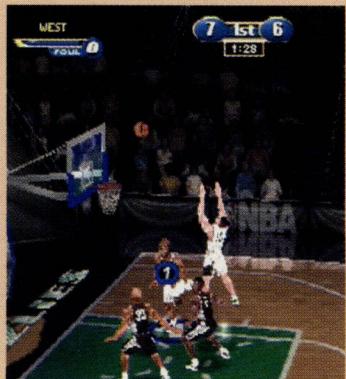
so that you can try out a few set pieces and attacking plays before going up against the mighty Socceroos... Or whichever of the 54 international teams you choose to face. Impressively, within each of these options there is a myriad of other options and modes to go through (choose Golden Goal, or choose to play against all-star teams, etc). *ISS Pro Evolution* is a tinkerer's dream.

Within the game, visuals have been improved, and it actually plays better as well. The pitches are bigger than in *ISS '98*, so you can get more tactical breadth and scope into your game. Plus, players

interact with the ball in a much more realistic and fluid way than in previous titles, thanks to the greater number of movement animations on offer. This leads to a truly convincing game of footy as players stop the ball, turn, chip, shoot, tackle and shimmy with all the grace of the real things.

The gameplay has been tweaked too with more in-game strategy options that enable you to switch between several tactical approaches as you go. There are also loads of new moves and existing moves have all been modified to demand more skilful use from the player. **KS**

NBA SHOWTIME: NBA ON NBC



Publisher: Midway | **Developer:** Midway | **Release date:** Out now | **Origin:** US | **Style:** Basketball sim | **Players:** Four

Midway has never gone the route of straight sports simulations, thinking they are a load of old dribble, and *NBA ShowTime: NBA on NBC* is no exception. Its previous basketball title was the arcade hit *Hang Time*, which made it onto Nintendo 64 but not PlayStation. Midway has obviously seen the writing on the wall, and the ever-growing number of Nintendo 64's buckling the shelves at every Cash Converters in the universe, and finally brought its talent to the PlayStation.

NBA ShowTime: NBA on NBC is all

about having a hoot with your mates, performing outlandish slam dunks and impossible moves all with a simple button tap or two. The game supports four players using a MultiTap and this is the best way to play. The complex character development of *Hang Time* is gone to streamline the game, but individual players have characteristics that try to match the skills they have in real life.

There are 145 different players to choose from to customise your team, including current NBA players, 1999 rookies, hidden characters and mascots.

An added feature is the 'Create a Player' option, allowing for total customisation of characters. Choose their head and nickname, and add skills to their eight attributes.

All the NBA home courts are included, or you can create your own 'fantasy' court. And all the courts are viewed from the actual camera angles used by the NBC.

Overall, *NBA ShowTime: NBA on NBC* won't be the game to get if you want to re-enact the '99 season in all its glory, but it should be a lot of fun for those who don't care... **GS**



PLAYTEST

It was an eerie deadline. The *PSM* team were possessed by fear after playing *Resident Evil 3*. "Who's thumb is this stuck to the controller?" screamed Rob, of which is still sitting in the bar fridge since no one could tell. Apart from a now familiar stench in the office, the team survived and *PSM* Towers has come back to life. Dead set.

PSM ratings

- 10** For games that are near-perfect. A must-buy.
- 9** Highly recommended, this is a great game to play.
- 8** Very good. Well worth considering as a title.
- 7** Not bad, but minor flaws mean we have doubts.
- 6** Fairly average. Not really worth purchasing.

The *PSM* team thought *Res Evil 3* was to die for ... literally. Actually, this was the aftermath of the monster *PSM* Christmas Party. No, really.

REVIEWED

- 5** The wrong side of average. We'd avoid it.
- 4** Looking pretty dodgy. Major problems here.
- 3** Very poor. Something has gone badly wrong.
- 2** Rubbish. An inept, short-lived game. Just crap.
- 1** Take CD from sleeve and use as coffee coaster.

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Resident Evil 3 Nemesis

Raccoon City's zombie population is growing by the second, and there's a new, even more fearsome evil in town. Prepare to face your Nemesis...

Publisher: Ozisoft

Developer: Capcom

Release date: February

Origin: Japan

Style: Survival horror

Price: \$89.95 (NZ\$TBA)

Zombie Flesh Eaters Must Die... Again. Yes, it's time to get out your shotgun and pump lead into those lurching terrors who so desperately want to invite you around for dinner. The *Resident Evil* series is deservedly everyone's favourite schlock horror show, and *Nemesis* is just as much fun as the two previous games – a high recommendation indeed.

Nemesis provides no major innovations, but there was little wrong with *Resident Evil 2*, so you won't hear any complaints from us. It's more of a slight evolution and a new chapter in a what was already a near-perfect gaming experience. The cast of creepy mutants return from the previous games, plus some new ones to keep you awake at night.

Feisty Jill Valentine is the star of *Nemesis*, returning from the first game with a racier wardrobe and a quickie boob job. The game actually takes place between the events of *Resident Evil* and its sequel. Jill is desperate to flee Raccoon City and find her mate Chris

"Even if you've played both previous *Resident Evil* games, you haven't seen anything like this. Running is often a good strategy..."

Redfield, but is once again trapped in town by a surge of nasties. In *Nemesis*, players also get to control a new character, Carlos Oliveira, a renegade mercenary.

For those who haven't experienced the previous *Res Evil* games (where have you been?) a viral outbreak has populated Raccoon City with zombies and other mutant creatures. The T-Virus was created by the evil Umbrella Research Labs. Jill is a member of Special Tactics And Rescue Service, a special taskforce in the Raccoon City Police Dept set up to tackle terrorism. But there's a new terror in town that the S.T.A.R.S. must face...

Nemesis throws an incredible amount of zombies in your direction. In fact, it's an almost endless onslaught. Even if you've played both previous *Resident Evil* games, you haven't seen anything like this. Running is often a good strategy, as ammo will become scarce if you try and blast them all. You've also got to conserve your ammo for the Nemesis, possibly the most frightening enemy ever to appear in a videogame. This bastard just won't stop until you're worm-fodder.

The Nemesis brings brilliant tension to the game, because you never know when he's going to show up. This walking nightmare is absolutely relentless, ▶





- 1 A visibly ill Jill.
- 2 Something big and bloody horrible is about to come out of that hole.
- 3 Fire plays a big part in the game.
- 4 The city landscape is devastated.
- 5 You'll spend loads of time wandering through Raccoon City's alleys.
- 6 Bloodbath.
- 7 He'll give you an even bigger pinch than your younger sister.
- 8 The Nemesis eats a pineapple, and will no doubt get up for dessert.
- 9 "Somebody call security?"
- 10 "That'll teach you to knock first."
- 11 Zombie attack formation.
- 12 Scenery can be used to fight zombies.
- 13 Jill escapes from another close shave.

CHOOSE YOUR OWN ADVENTURE



Resident Evil 3 Nemesis has branching storylines. Choices you make influence the short-term or long-term events and outcome. Sometimes the game's graphics turn black and white and you are given a choice of action. This is called "Live Selection" in the

manual. For example, the first time you encounter the beastly Nemesis you have the option to stand and fight or run. If you don't decide quickly enough, the game will choose for you! The choices add tension and replay value.

► hunting you wherever you go. He can open doors, is far more intelligent than your average zombie, is frighteningly fast, and carries a missile launcher!

Most of the action in the game takes place in the streets of Racoon City, meaning that the scale is much bigger than the previous games, which were mainly confined to one or two buildings. While the game is reasonably linear, you are free to explore dozens of streets, alleys and parks, as well as buildings like shops, garages and restaurants. As you play the environments also change mid-story, for example, as a result of an explosion and fire.

Presentation is absolutely extraordinary. *Dino Crisis* used polygon-based 3D backgrounds, but true to the *Res Evil* series, *Nemesis* uses rendered environments and they look stunning. The city shows every sign of being devastated, with crashed cars, rubble, broken glass and debris littering the streets. There's also rain, explosions and fire. Sound effects are brilliant. Footsteps, creaking doors, and zombie groans will keep the hairs on your neck bristling.

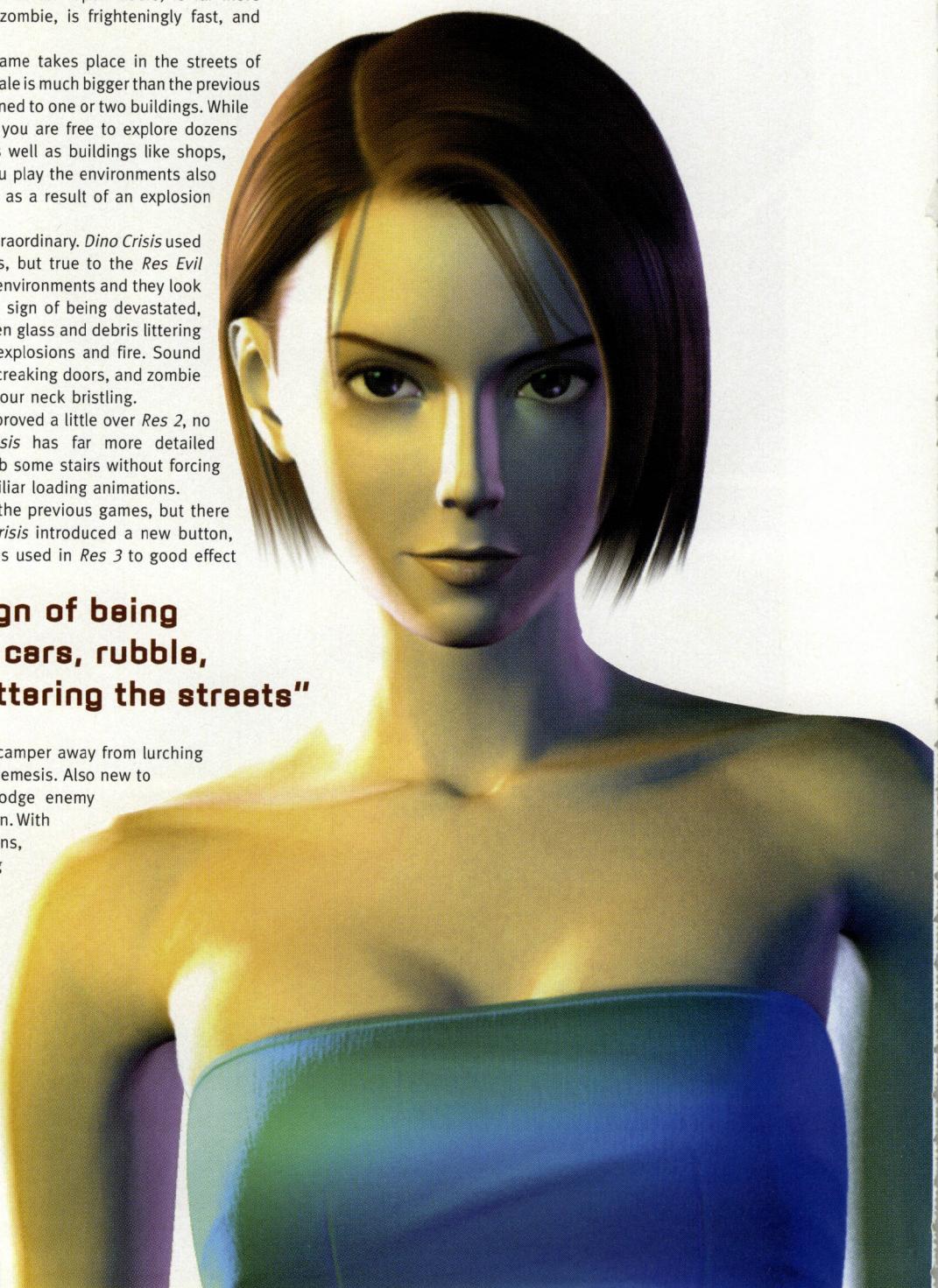
Loading times have been improved a little over *Res 2*, no small feat considering *Nemesis* has far more detailed environments. Jill can also climb some stairs without forcing you to watch those all too familiar loading animations.

Controls are very similar to the previous games, but there are a few refinements. *Dino Crisis* introduced a new button, the 180-degree turn, and this is used in *Res 3* to good effect

"The city shows every sign of being devastated, with crashed cars, rubble, broken glass and debris littering the streets"

allowing you to more quickly scamper away from lurching beasts, especially the speedy Nemesis. Also new to the series is the ability to dodge enemy attacks – a very welcome addition. With a quick tap of the shoulder buttons, players can now avoid a lurching zombie or a swipe from the Nemesis. It's tricky to pull off, but at least it helps to avoid taking unnecessary damage because you can't move quickly enough. You can also now hit **L2** to instantly access a map without having to go through the menu. Handy.

Weapons include an assault rifle, handgun, magnum, sawn-off shotgun



and grenade launcher. Capcom has also introduced a more strategic use of ammo in *Nemesis*. Players now pick up two different types of gunpowder, and by combining them in different ways, players can create the type of ammo they want to use. There are three kinds of ammo and you can combine them using the reloading tool. Using your ingenuity you can create shotgun shells from handgun shells, or flame and acid grenades from ordinary pineapples.

PSM isn't entirely convinced the new ammo system is a good thing. It offers more flexibility and strategy, but can prove a little tedious after a while. Nevertheless, we can't recommend enough that you must use your ammo wisely, as progress gets very tough if you've been too trigger-happy early on. And as always, the dull click of the trigger of an empty shotgun as a zombie comes toward you is absolutely panic inducing.

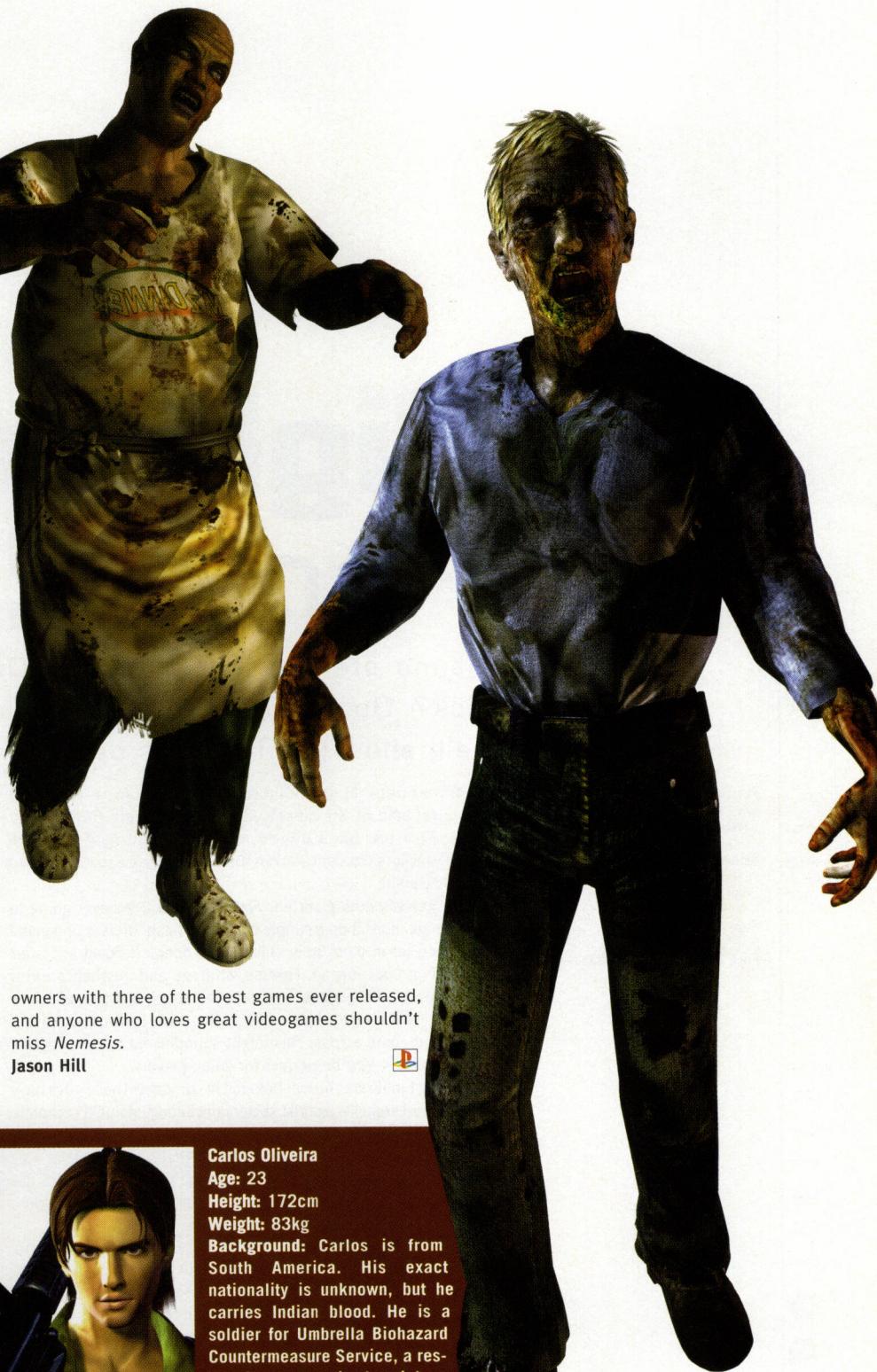
Once again there are puzzles to provide variety from the zombie hunting and test your brain. Some of the brain-busters are a little illogical and require annoying back-tracking, but all the puzzles provide welcome variety and add to the challenge.

After being spoilt by the first two games, some fans might

"The Nemesis adds even more tension and excitement to this horrifically engaging adventure"

be a little disappointed at the lack of extras in *Res Evil 3*. The first two games both had two characters with different scenarios to experience. But in *Nemesis*, players spend most of their time controlling Jill and there's only one adventure to enjoy. However, *PSM* loved the brilliant *Mercenaries* mini-game at the end of *Nemesis*, which allows players to earn money and buy new weapons and ammo to play the adventure again. You have just two minutes to race across the map and cut through a swathe of zombies before a bomb detonates. It's exciting and action-packed.

Overall, it's the Nemesis that provides something truly special to another brilliant chapter in the *Res Evil* series. The Nemesis adds even more tension and excitement to this horrifically engaging action adventure. Capcom has provided PlayStation



owners with three of the best games ever released, and anyone who loves great videogames shouldn't miss *Nemesis*.

Jason Hill



SHOW YOUR CHARACTER



Jill Valentine

Age: 23

Height: 162cm

Weight: 48kg

Background: Jill is a member of Special Tactics And Rescue Service, a squad founded by the Racoon City Police Department to deal with increasing terrorism and crime. She is a specialist in disarming explosive traps. With her experience training the US Delta Force, Jill is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, Jill is a talented woman with very strong will and excellent judgement.



Carlos Oliveira

Age: 23

Height: 172cm

Weight: 83kg

Background: Carlos is from South America. His exact nationality is unknown, but he carries Indian blood. He is a soldier for Umbrella Biohazard Countermeasure Service, a rescue force comprised mainly of war criminals and exiled soldiers. In UBCS, Carlos is in charge of heavy firearms, weapon maintenance, security and mission back-up. At first he might appear inexperienced and immature, but he is actually warm-hearted with a strong sense of right and wrong.

ALTERNATIVELY

Resident Evil 2

10/10 PSM 26

Dino Crisis 9/10 PSM 27

Resident Evil 8/10 PSM 15

VERDICT

9

GRAPHICS

9 Detailed environments and fabulous nasties.

GAMEPLAY

10 Frighteningly good fun.

LIFESPAN

8 Multiple paths and a reasonably lengthy challenge.

You'll be scared silly and love every second. *Nemesis* is another brilliant *Resident Evil* experience – absolutely pant-wettingly atmospheric and wickedly fun.

Fighting Force 2

Wanna star in your own Van Damme action flick? Go and grab your knuckle-dusters and we'll show you how it is done.



Publisher: Ozisoft

Developer: Eidos/Core Design

Release date: Out now

Origin: UK

Style: Fighting adventure

Price: \$79.95 (NZ\$109.95)

The original game in this series was a poor 3D revamp of the classic 2D fighting game *Final Fight*. This sequel is a little more ambitious, yet restricts you to just one character from the original game, a mercenary named Hawk.

Let's get something sorted: *Fighting Force 2* is never going to be anything more than a simple crash and bash, bruiser of a game where you leave your brain cells at the door, sit down and start pummelling your joypad. Finesse, strategy and aesthetics never get a look in. Just hammer away on the attack buttons, use your weapons from time to time, and belt the living snot out of all and sundry you come across. This might sound like a harsh criticism, but the game might be perfect for some players.

You must infiltrate the evil Nakamichi company. These guys have committed several ills against society (including having a corporate logo which looks a lot like Netscape's). Their worst offence is continuing the genetic mutant research that your character was instrumental in stopping in the first game. Indeed Nakamichi has created all sorts of foul abominations, and the further you get into the game, the more vile the creatures you come up against.

The first couple of levels are easy, as your human opponents cannot expect to cope with your cybernetically enhanced powers, so you generally kick the crap out of them with ease. You have basic punch and kick combinations, plus a host of melee and missile weapons. There is also a 'rage gauge' move which you can trigger once you are on a roll and have dealt a fair slab of damage in a short space of time. When the gauge is full you can lash out against enemies with a simple 'kill all' special move, which is easy to trigger and very satisfying. However, it is not until you get further into the game that the rage gauge and the special weapons are even necessary.

The levels are reasonably varied, with a few simple puzzles. Also just about everything can be kicked to kingdom come. Computers, photocopying machines and even humble desk chairs can be destroyed with a few swift applications of your Doc Martins. In fact, you gain cash for the amount of damage you do, and this score is what determines how many extra men you have.

Some of the other features on offer which impressed include

the sniper view and the ability to use the missile weapons in a first-person view. Hawk's ability to roll or back-flip out of trouble is also at times very useful. There are around 50 different types of opponent, and some of the more advanced foes do work cooperatively to bring you down. The gameplay gets hard, too.

The game has a nasty habit of springing enemy ambushes on you as you get drawn into an area in combat, and while this can be frustrating, it is winnable as you can often beat a hasty retreat and take on the enemies from behind a closed door – which most enemies don't seem to follow you through.

You can also use your kicking combo to great effect in that the third kick in the sequence is a roundhouse which can often deck more than one opponent, and thus alleviate the pressure on you. This is a good thing as you will find that at times you can get quickly boxed in by opponents, and things can really get hectic if some of your assailants have missile weapons and can strike you from a distance while you are kept at bay by another group of melee fighters.

Visually, *Fighting Force 2* is better than the decidedly dull original; but that said the first five levels are generally pretty dark and dull as you wander through a number of industrial locations. Things do spice up later though, with colourful volcanic and jungle levels. The bosses early on are also laughably easy to wallop.

The 3D engine is reasonable, however at times there is a little clipping as enemies' limbs poke through walls and doors. The collision detection can also be a bit frustrating as you have to move yourself into exactly the right position to kick a box or trash a computer console. Inventory management can also be frustrating as you often end up inadvertently dropping weapons you'd rather hang onto while you are trying to pick up new weapons.

Fighting Force 2 is definitely a major improvement on the previous game in the series. The problem is that the quality of PlayStation games has also come on in leaps and bounds, and so the game is a workmanlike, but unspectacular effort. If you like hitting things a lot you will enjoy the rampant combat and vandalism fuelled action of this game. However, if you are expecting more depth, look elsewhere to *Syphon Filter* and *Metal Gear*.

Steve Polak



ALTERNATIVELY

Metal Gear Solid

10/10 PSM 20

Syphon Filter 9/10 PSM 24

Fighting Force 7/10 PSM 6

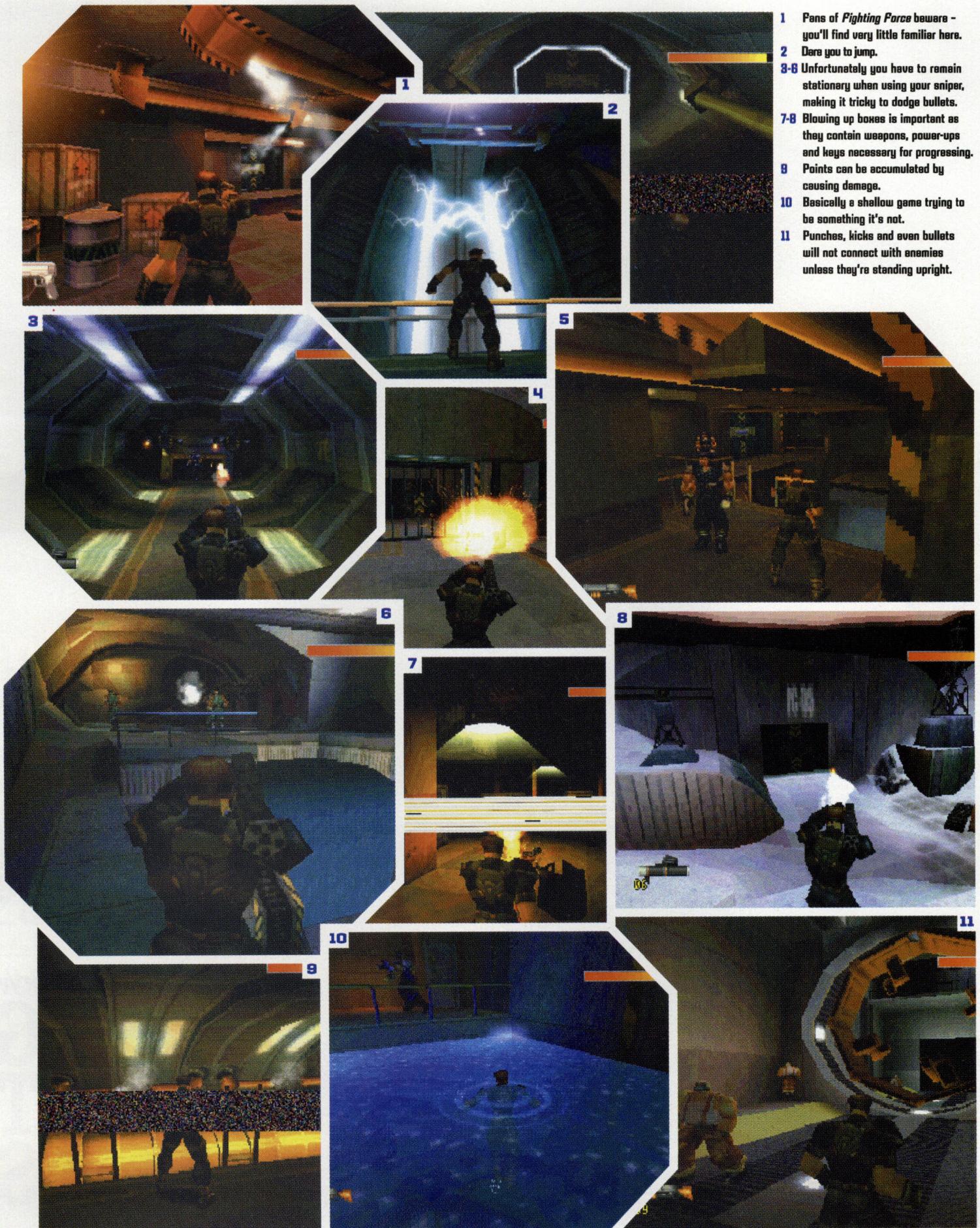
VERDICT

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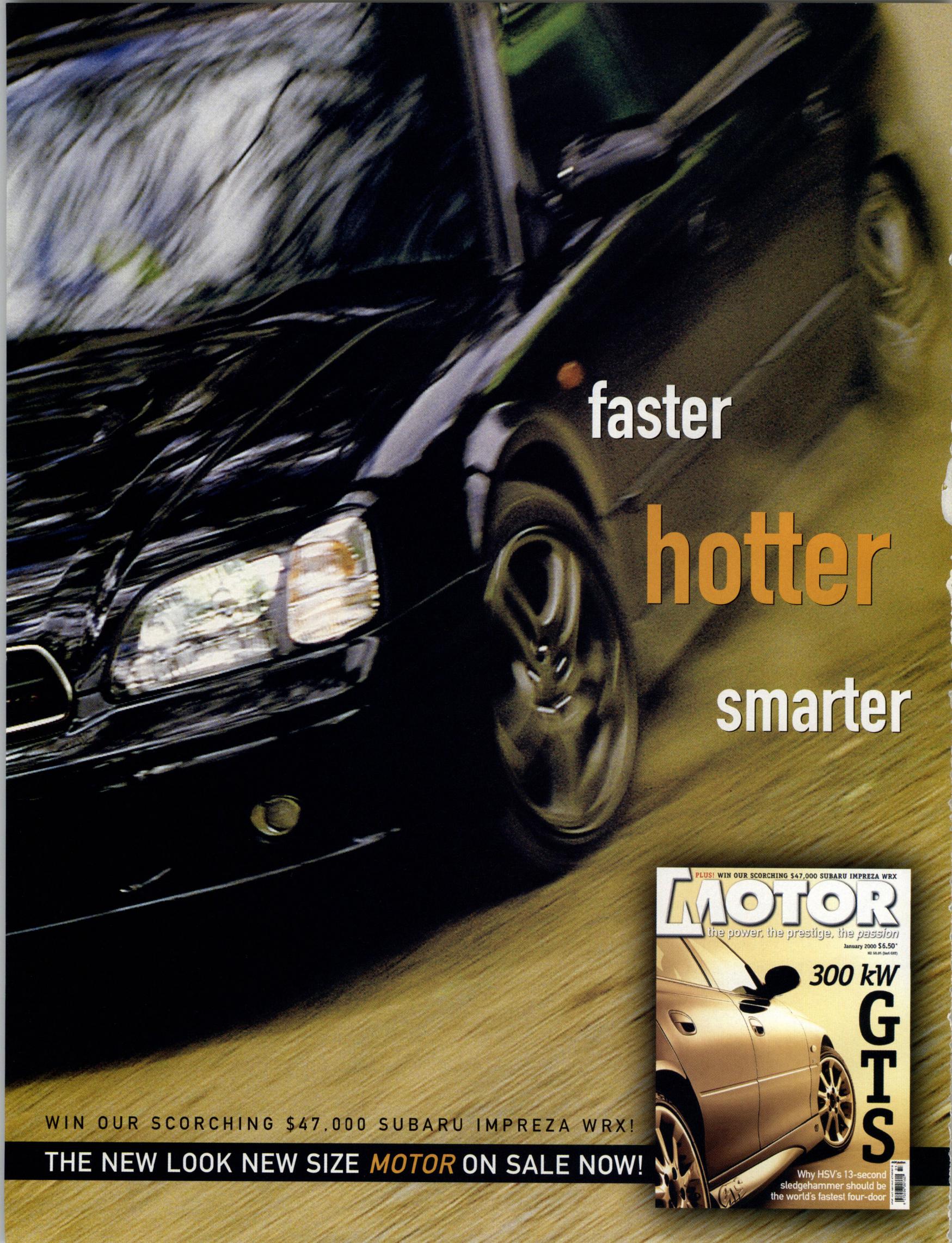
GRAPHICS
GAMEPLAY
LIFESPAN

7 Some cool electric effects, but the early levels are drab.
6 Workmanlike, and at times a bit repetitive.
8 There is a whole lot of ass bustin' gameplay here.

Fans of the original, or those who like lots of combat, might see the value in this. Otherwise it is hard to get enthusiastic about. The lack of a two-player option is also disappointing.



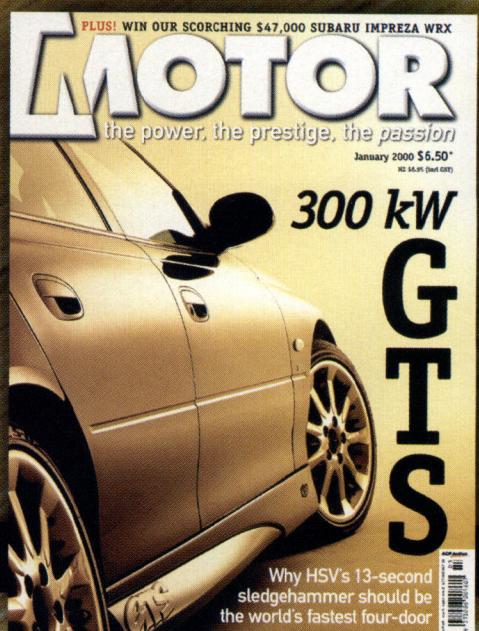
- 1 Fans of *Fighting Force* beware - you'll find very little familiar here.
- 2 Dare you to jump.
- 3-6 Unfortunately you have to remain stationary when using your sniper, making it tricky to dodge bullets.
- 7-8 Blowing up boxes is important as they contain weapons, power-ups and keys necessary for progressing.
- 9 Points can be accumulated by causing damage.
- 10 Basically a shallow game trying to be something it's not.
- 11 Punches, kicks and even bullets will not connect with enemies unless they're standing upright.



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Xena: Warrior Princess

Ai-yi-yi-yi-yi-yi! That's the sound you'll hear when Xena, Warrior Princess, starts kicking butt in this action-packed romp based on the popular TV series.

There have been two notable tough female heroes introduced to the entertainment world during the '90s – Lara Croft, star of the *Tomb Raider* games, and Xena, Warrior Princess, star of her very own television series based on dodgy ancient Greek mythology. Xena was first introduced as a character on the TV show *Hercules*, but Lucy Lawless (the actress who plays Xena) obviously impressed playing the role, and it wasn't long before Xena got her very own series. It went from cult

the TV show, such as Callisto, Joxer and Autolycus are not present. This is all sounding negative, but *Xena: Warrior Princess* is actually a decent beat 'em up with a few innovative touches. While there are some puzzles, this is certainly no *Tomb Raider*. Xena has more in common with titles such as *Fighting Force* than with Lara's exploits.

Xena has quite a few fighting moves and can use her sword, feet or Chakram (her steel frisbee/boomerang thing). Control for fighting works well, and there are basic moves as well as spectacular

"This is certainly no *Tomb Raider*. Xena has more in common with titles such as *Fighting Force* than with Lara's exploits"

favourite to worldwide sensation in just a couple of years (at one point it was the world's most watched program!) and Xena has now outlasted Herc.

It is therefore not surprising that Universal Studios, the company which produces *Xena*, got its interactive division to work on a *Xena*-based game, which would hopefully not only please fans of the show, but give the multi-million-selling Ms Croft a run for her money as well. What is surprising is that Universal Interactive Studios spent two years making this game and then did not get Lucy Lawless to do the *Xena* voice-over. Doh!

The imposter Xena doing the voice-over does not detract from the fun too much, but the lack of Lawless will disappoint many fans. So will the absence of full-motion video from the show and the fairly sub-standard computer animated cut-scenes. The story isn't terribly involving either (basically rescuing and taking care of Xena's incompetent girlfriend Gabrielle), and favourites from

combos. If Xena defeats her opponents with non-lethal attacks (ie, kicks) or rescues a hostage, she will earn Karma points. When the Karma Meter fills up, Xena will start glowing golden and has double-strength attacks. The Chakram is Xena's weapon of choice and when you throw it, the camera changes to first-person perspective and you can guide the deadly frisbee to take out opponents, cut ropes or just scout out the land ahead.

There are 21 levels in total, but each stage is quite short and should take players no more than 10 minutes to complete. Most stages are combat-heavy, but there are a few annoying jumping levels where the touchy controls will turn fun into frustration. Most of the game is fun though, it's just a pity that you can finish it so quickly. There's no real need to come back to it after completion either, as there is no multiplayer nor single player degrees of difficulty.

A perfect rental game for fans of *Xena* and beat 'em ups.

Stuart Clarke

Publisher: **Electronic Arts**

Developer: **Universal Interactive Studios**

Release date: **Out now**

Origin: **US**

Style: **Action/Beat 'em up**

Price: **\$79.95 (NZ\$99.95)**

ALTERNATIVELY

Tomb Raider: The Last Revelation 10/10 PSM 29
Fighting Force 7/10 PSM 6
Deathtrap Dungeon 6/10 PSM 11

VERDICT

6

It's very short and easy but quite a deal of fun all the same. If you're a big *Xena* fan, we're sure you'll enjoy it, but it might be better renting rather than buying.

GRAPHICS

GAMEPLAY

LIFESPAN

7 Some very nice sections and some very ordinary ones.

7 The combat is great fun and the puzzles are easy.

3 Way too short and no real incentive to return.

Wu-Tang: Taste The Pain

A sword-swirlin', ass-whuppin', chain-flailin', offal-hurlin', gut-churnin' slice of Shaolin madness. Staten Islands' finest swap lyrical science for physical violence...

Publisher: Activision

Developer: In-house

Release date: Out now

Origin: US

Style: Beat 'em up

Price: \$89.95 (NZ\$99.95)

Of course, it should be rubbish. The graphics should be shoddy, the idea should be spurious and the execution should be atrocious. Why? Because it's a Game Based Around A Band. From the arcade atrocity that was *Journey* (ask your dad) to the *Spice Girls* debacle, Games Based Around A Band are as useless as a party with no beer.

So what of *Wu Tang: Taste The Pain*, a beat 'em up that could just be yet another cash cow for the Staten Island rappers, whose savvy/megalomania has seen them launch often-dubious solo albums, a clothing range and probably a line of fancy French patisserie for all we know. Well, time for illusions to be splattered, for *Taste The Pain* is that rarest of beasts – A Good Game Based Around A Band. It comes with *Tekken*-esque trappings. Unlockable characters, story mode, secret arenas, combos, practise modes, replay theatres... All artfully embroidered with Wu style. *Taste The Pain* is the Clan on PlayStation, from the hardcore rap soundtrack (exclusive to the game) to the oriental styling of their beloved Kung Fu flicks.

Starting off with the nine Clansters, the action comes straight off the (baseball) bat. Each character has individual combos (try Ol' Dirty Bastard's Drunk Man Flying!), fighting styles (Ghostface Killa practises Shaolin Monk Grappling) and weapons (swords, chains and, erm, sledgehammers).

Based on a much-improved version of the infamous *Thrill Kill* engine, *Taste The Pain* is also an ultraviolet four-player game. While not as responsive as the single player mode, the swirling camera angles do keep up with the action, and once you've got the mass carnage out of your system, strategy is important. Tack on atmospheric graphics, delicious combos and outrageously violent end sequences (only a Parental Lock stops you seeing the GZA lopping his opponent's head off) and *Taste The Pain* sounds the bomb. But is it as good as *Tekken*? Of course not, but it is a good-looking arcade-style beat 'em up with a macabre sense of humour. Protect ya neck indeed...

Mike Goldsmith

ALTERNATIVELY

Tekken 3	10/10 PSM 14
Shao Lin	8/10 PSM 29
Bushido Blade	8/10 PSM 7

VERDICT

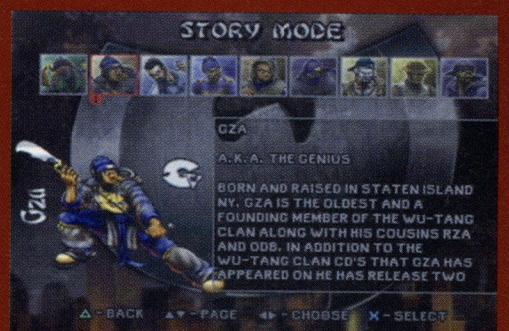
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GRAPHICS
GAMEPLAY
LIFESPAN

- 8 As sweet as the GZA's rhymes.
- 9 As hardcore as the RZA's beats.
- 7 As long as Ol' Dirty Bastard's records.



HOW TO... ENTER THE 36 CHAMBERS

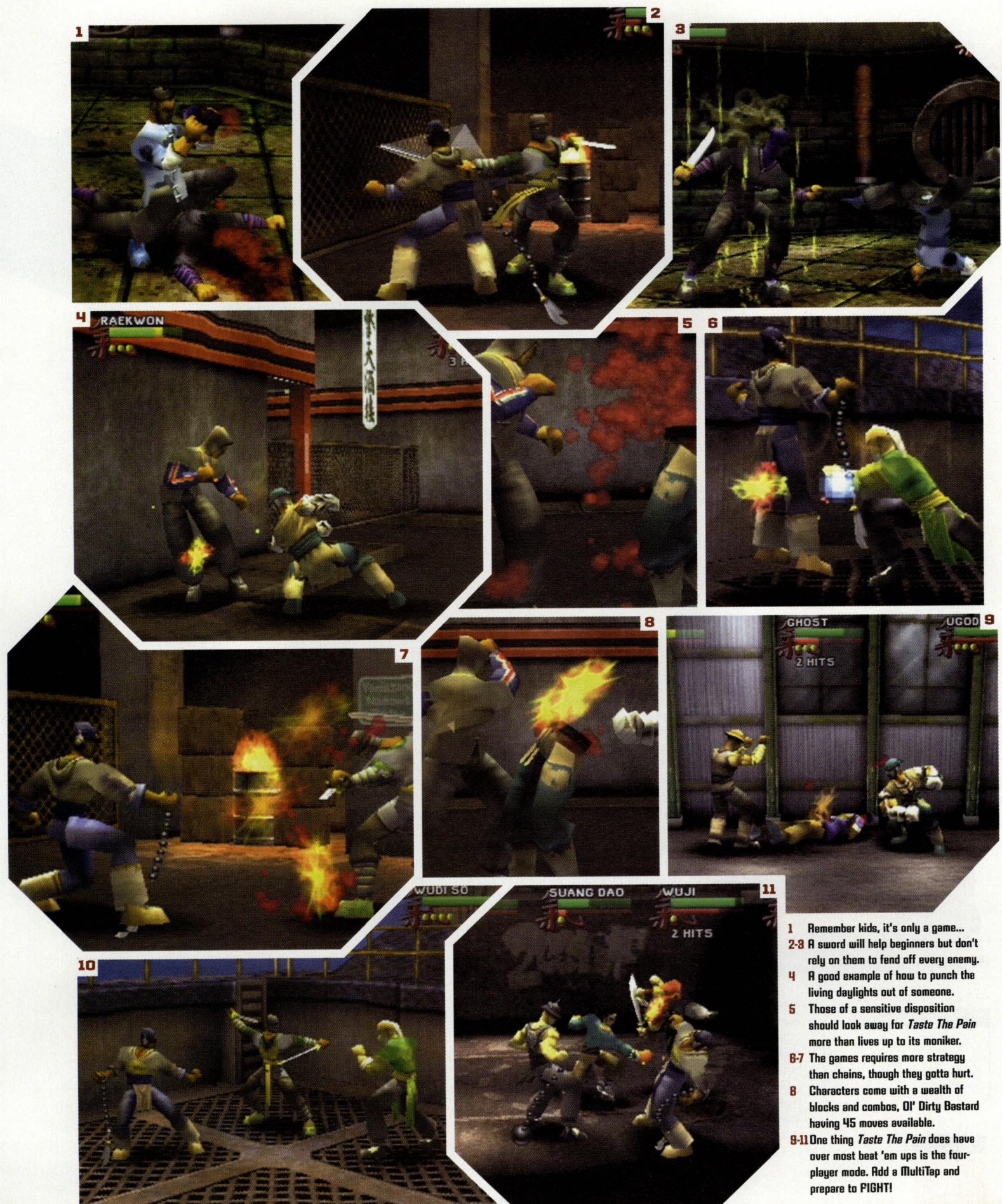


Taste The Pain's Story Mode eclipses *Tekken 3's* Force Mode. First, pick your fave Clan member...



...Then head off to fill the 36 Chambers, meeting all manner of FMV and nasties along the way.

It's no *Tekken*, but then it was never really meant to be. It does have plenty of depth though. Taste the pain? Too bloody right...



- 1 Remember kids, it's only a game...
- 2-3 A sword will help beginners but don't rely on them to fend off every enemy.
- 4 A good example of how to punch the living daylights out of someone.
- 5 Those of a sensitive disposition should look away for *Taste The Pain* more than lives up to its moniker.
- 6-7 The games requires more strategy than chains, though they gotta hurt.
- 8 Characters come with a wealth of blocks and combos, Ol' Dirty Bastard having 45 moves available.
- 9-11 One thing *Taste The Pain* does have over most beat 'em ups is the four-player mode. Add a MultiTap and prepare to PIGHT!



Le Mans 24 Hours

The world's fastest sports cars come to do battle at the world's most famous car race, Le Mans.

Publisher: Ozisoft

Developer: Eutechnyx

Release date: Out now

Origin: UK

Style: Racing simulation

Price: \$79.95 (NZ\$89.95)

Le Mans, the racing track at Sarthe in France, has a reputation for being deadly and unforgiving; many drivers have bit the dust trying to conquer it. At 13km it is long, and it is also very fast, thanks to the most famous straight in the world, the Mulsanne, where cars have been known to top 400kph. And now you can attempt it yourself.

Le Mans features various grades of sports cars, up to and including the very fast Toyota purpose-built Le Mans racer. Even the beginner's cars are something special to drive and you are not forced to earn your stripes by racing a little Mazda before you get the good cars. The intermediate cars are also worth aiming for as well, and are presented to you when you have a win in the lesser beasts. The developers have done an excellent job making fast cars feel like fast cars. When you guide the *Le Mans* racers around this demanding track they feel like they have performance to burn: cornering is very fast and stable, acceleration is awesome, and braking is precise.

Often in racing games the only way you can find out how fast to push through a corner is to have gone too fast on the previous lap and fallen off. In *Le Mans* you

can be very aggressive when approaching a corner and the cars will respond if you have pushed the limit too far. You can then wrestle the car to regain control and continue the lap instead of being punished every time you go too hard. Good stuff!

Gameplay options include 24-hour, quick start, two-player split screen and arcade or professional modes, the main difference being the extra things you need to consider when playing as a pro. One thing to keep in mind over other racing simulations is that the cars are more prone to breakdown and are less forgiving. The drivers are a lot faster in the professional races, too.



ALTERNATIVELY

Gran Turismo 10/10 PSM 22

TOCA 2 9/10 PSM 17

Sports Car GT 3/10 PSM 23

VERDICT

7

GRAPHICS

GAMEPLAY

LIFESPAN

8 Detailed cars and a good re-creation of the Le Mans track.

8 Great racing action and cars that really honk along!

7 You'll have to love the Le Mans track.

Speaking of the other mugs that make up the grid in *Le Mans*, they drive quite realistically. It is not unusual in racing games to catch and pass other cars quickly and have them do the same to you, so it is a nice touch in *Le Mans* that a car will sometimes stay on your tail for several laps before making a move. One area that is not spot on is the amount of crash and bash the other drivers cause. This is supposed to be endurance racing, where looking after the cars is all-important.

The race held each year in June at Le Mans runs for a full 24 hours. Thankfully it is possible to run the race using accelerated time, so a 24-hour race can be played in a matter of minutes. You can choose to do a full 24-hour real-time race if you're keen. Twenty-four hour racing does have one drawback though – racing in the dark. The *Le Mans* graphics look good during the day, with fast-moving gameplay and reasonably good detail, but the detail disappears at night.

One area the developers have skimped on is the lack of racing views – there are only three. None of these views puts you inside the cockpit of the car either, which would have been magic. There are only 'large' and 'small' car chase views, and one perspective with no car at all. There is no rear view mirror either, which would have been really useful when defending the multi-lap attacks from following drivers. The only concession to this is that the headlights of the car behind you are visible at night. The level of detail through the rest of the game is quite good, so these missing pieces are a bit of a surprise.

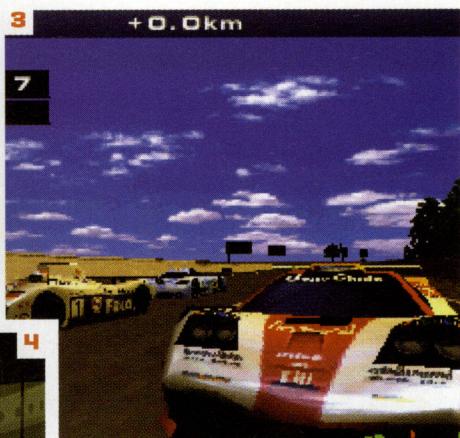
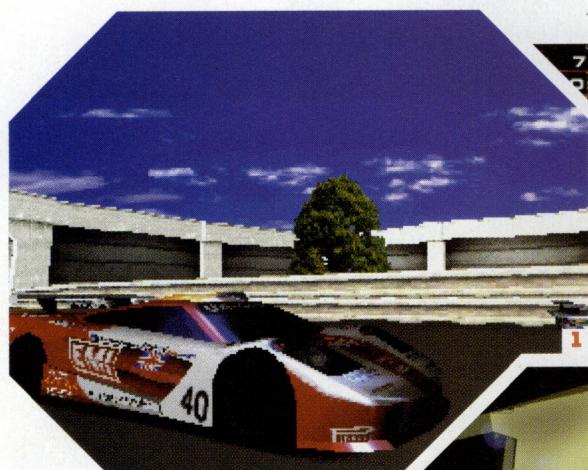
The cars sound like the real thing too, with the engines emitting raw and powerful noises. There is also in-game commentary that is context sensitive and works well.

Overall, the owners of the French Sarthe track should be proud of this effort. The game does a very good job of re-creating the famous circuit with cars that are great fun and challenging to drive. A solid effort.

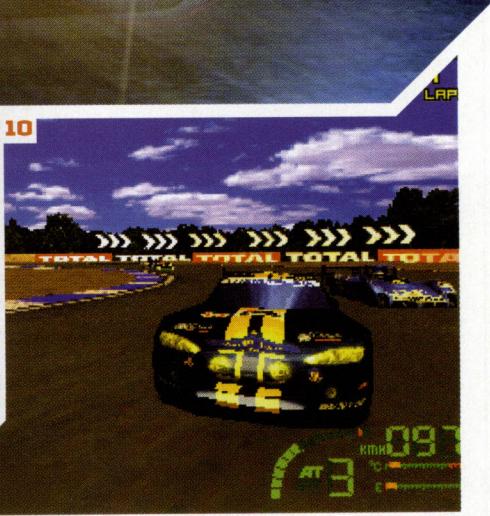
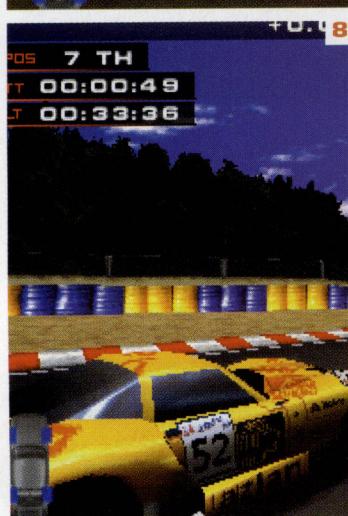
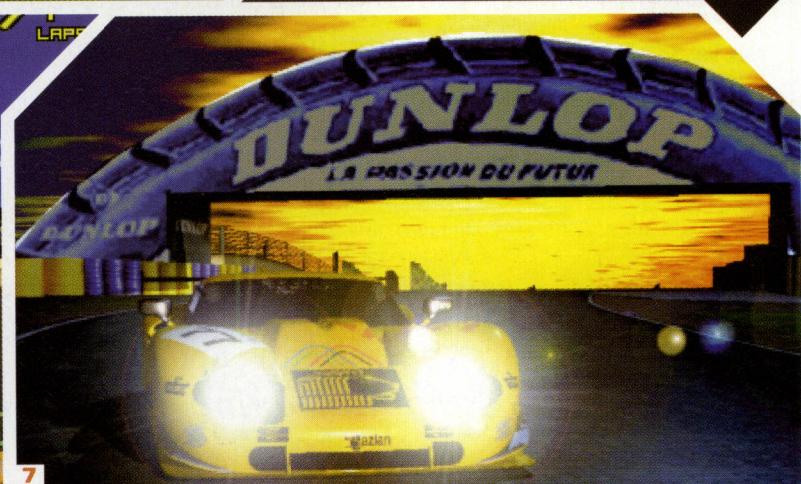
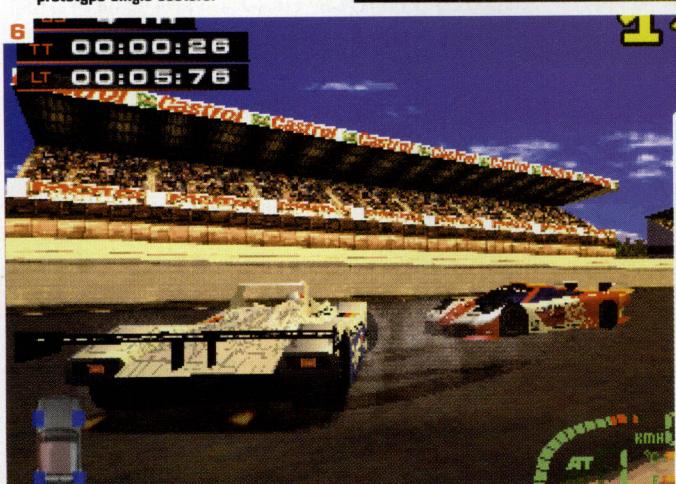
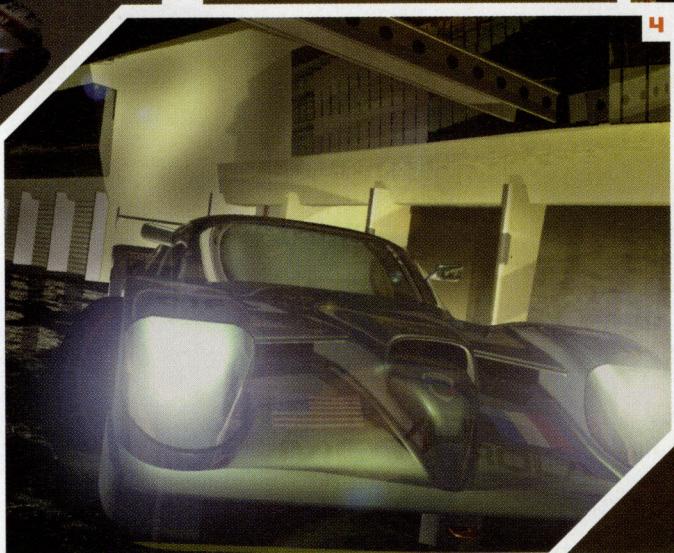
Roger Polak



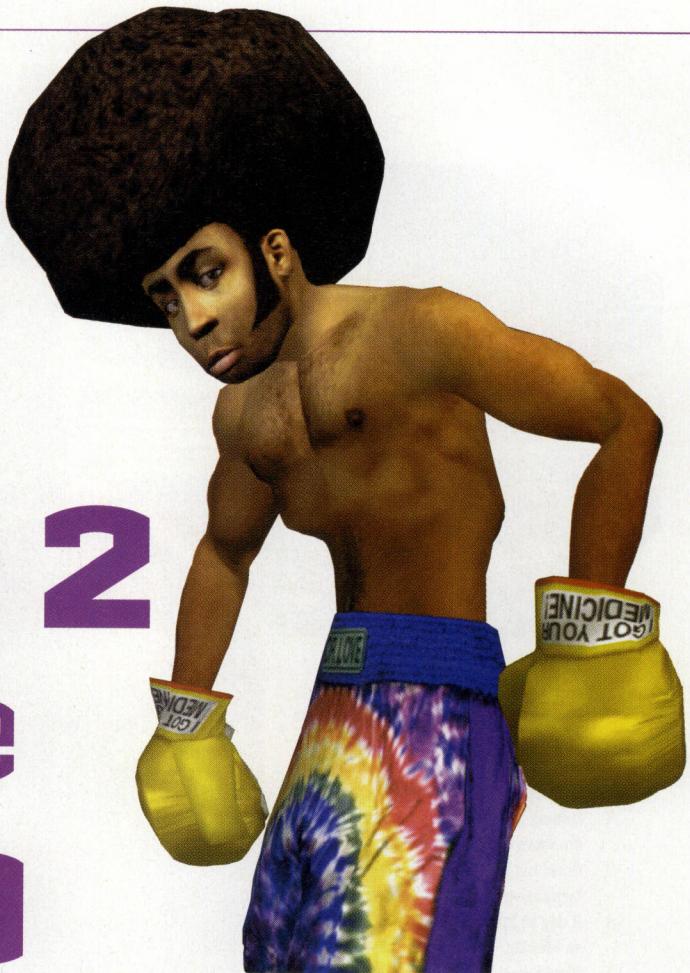
A great sports car racing game that does well to capture the mood and magic of Le Mans. It's not *Gran Turismo* 2, though.



- 1 *Le Mans* won't suit racers only after surface sheen and glamour.
- 2 Pit stop so you don't run out of fuel, blow your engine or wear out your tyres.
- 3 The Look Back function should only be used when you're feeling super confident.
- 4 Driving in the dark is a far harder proposition than in the day.
- 5 Opponent AI is convincing with mistakes, aggressive driving, and car failures.
- 6 A day at the races has never been taken so literally.
- 7 Flashing your headlights prompts slower opponents to pull out of the way.
- 8-10 The most interesting cars are the prototype single seaters.



Ready 2 Rumble Boxing



Publisher: Metro Games

Developer: Midway

Release date: Out now

Origin: US

Style: Arcade Boxing

Price: \$89.95 (NZ\$119.95)

There's something about a fight that always fascinates people. Whether it's around the back of the school toilets or on the platform of your local train station, a punch-up always draws a crowd.

Boxing is one of the world's most demanding sports. Almost every fight professional is required to carry so much money away from the ring that back trauma and 'boxers elbow' become constant companions. The charming manner and sophistication of many of today's fighters often disguises their punishing lifestyle and commitment to training. No one but a boxer understands

which is an important part of the game. Between each match you can spend as much as you want on the various training methods: aerobics, heavy bag, speed bag, weights and violin lessons. Select auto for an average result or do it manually to improve your success rating; the higher the rating, the more your stats will improve.

The quality of your training is very important because each of your fighters has a 20-bout limit, so you have to do the best you

"If all you're after is a game that will give your mates a hoot whenever they drop around for a mineral water or three, then Ready 2 Rumble Boxing is a good bet"

how difficult it can be trying to find three former Miss America's and a pound of cocaine at four in the morning, or how embarrassing it is when you convert to Islam without telling your butcher.

Boxing purists, take note before you read any further: this is a Midway production and any similarity between this game and the sport it represents is purely coincidental. *Ready 2 Rumble Boxing* has a style that used to be known as 'Arcade', a term that doesn't really mean much any more as Arcade games have diversified. Rather than emphasise the real grit of a boxing match, *Ready 2 Rumble* favours spectacular blows and power-ups with the gameplay geared towards multiplayer rather than solo action.

Arcade mode is standard fare, with a series of 12 bouts against computer-controlled opponents of increasing difficulty. But it is championship mode that offers more depth. Here you start out with three boxers in your 'gym' and a small amount of seed money. The dollars are for betting on your bouts and to pay for training,

can with them while you can. As you progress through the game new boxers will appear out of the woodwork to join your gym depending on how successful you've been.

While Midway has done a good job creating a fun game for two people to beat each other senseless with, perfectionists will find a few things in the game's interface to gripe about. The punch combos are hard to do properly and the controls are sometimes quite unresponsive, particularly when countering from a blocking position. It also seems to be far, far easier for your opponents to get their power-up status than it is for your character, no matter how many clean punches you land.

If all you're after is a game that will give your mates a hoot whenever they drop around for a mineral water or three, then *Ready 2 Rumble Boxing* is a good bet. The only thing it's missing is four boxers in the ring at once. But if it's realism you're after, you're probably better off waiting for *Prince Naseem Boxing*.

George Soropos



ALTERNATIVELY

Knockout Kings 2000

8/10 PSM 30

Victory Boxing 2

5/10 PSM 16

Knockout Kings

5/10 PSM 17

VERDICT

7

GRAPHICS

GAMEPLAY

LIFESPAN

7 Some real 'beefcake' polygons but not overly flash.

8 Great for a laugh, more entertaining than most fighters.

6 Not much fun as a single player game.

An entertaining fighting game to keep aside for drunken post-party revelry and challenges with housemates to see who'll put out the garbage.



Tomorrow Never Dies

It has taken years, but PlayStation owners can finally play at being James Bond, stylish British secret agent and legendary babe magnet.



Publisher: Electronic Arts

Developer: Black Ops

Release date: Out now

Origin: US

Style: Action

Price: \$79.95 (NZ\$99.95)

Tomorrow Never Dies was the second James Bond movie to star Pierce Brosnan and it marked a return to form for the long-running spy series, which was originally based on novels by Ian Fleming. It was a kick-ass piece of action movie making, with all the classic Bond trademarks – exotic locations, high-tech gadgets, an insanely evil villain, spectacular stunts and even more spectacular babes.

The film was released way back in 1997 but here we are staring at 2000 for the release of the game. Now that's good timing! Bond fans have been impatiently sipping their shaken not stirred martinis for years in anticipation of this title. To add pain to the wait was *Goldeneye 007*, the Nintendo 64 game of Brosnan's first Bond movie. It is undoubtedly a superb game and one of the only titles that can make PlayStation owners jealous of their game-starved, N64-owning friends.

PSM is not afraid of answering the tough questions. Is *Tomorrow Never Dies* better than *Goldeneye*? A definite "no" to that one. Was it worth the wait? Sorry, it's got to be "no" to that one as well. Is it even worth playing? Well, "yes" to that one, if you're a Bond fan or appreciate games like *Syphon Filter* or *Metal Gear Solid*, although *TND* in no way compares to the mastery of *Metal Gear*.

The game follows the plot of the movie fairly closely and overall it is very cinematic in style, right down to the classic Bond movie opening credits recreation, which kicks in not at the beginning, but after completion of the first two levels. Brief movie clips and computer-animated scenes flesh out the 10 missions and the voice acting for the speaking characters (Bond, Paris Carver, Q, etc) is of a high standard, even if it's not the real actors' voices.

The main villain is Elliott Carver, a media tycoon who wants to create international incidents to get big ratings for his TV stations and newspapers. His news networks will be able to cover the start of World War III exclusively if James Bond doesn't get in the way! Of course Bond will have to battle his way past many henchmen to stop Carver's evil plans, mostly on foot, but also on skis and behind the wheel of an armour-plated, missile-firing BMW.

That all sounds fun, right? After all, a mix of game styles worked a treat with *Die Hard Trilogy*. Well *TND* can be enjoyable, but

there's not much skiing or driving on offer and neither mode is particularly fantastic. The first ski sub-level is brief and very easy, while the second is brief but annoyingly hard. As for the driving, well let's just say... Well, let's just not say very much at all, other than if BMWs really drove this badly they would have been off the roads years ago. Thankfully it's over fairly quickly.

That leaves the meat of the game, a third-person adventure similar in style to *Syphon Filter*. The environments for the missions are varied (both indoor and outdoor levels) and quite visually attractive, but poor frame rates and jerky movements can ruin everything on occasion. The slowdown makes targeting and hitting enemies incredibly hard sometimes and frustration is highly likely.

The interface and menus are clear and quickly accessed, with weapons and items able to be changed easily at any time. Bond has a range of toys to play with including his standard issue PK7, an Assault rifle, an Infrared Sniper rifle, gas bombs, grenade and rocket launcher, plus cufflink detonators and fingerprint scanner. When the graphics are not jerky or slow, it can be a lot of fun.

There are some puzzles in the game but most don't require too much thought, although you may be stumped on a number of occasions only to find the answer annoyingly obvious later. The missions may seem large, but once you know what to do and where the enemy guards are located you can usually run through them in minutes. You may well play through a level again for more points, or when going through on the harder difficulty setting. You get style points for stealth kills and the motion-capture animation (including many ways to die) is a visual highlight.

Even though a multiplayer mode was originally promised, it was cut for the final release, another reason why *TND* will never be as legendary as *Goldeneye*. *Goldeneye* had a solid game engine to start with though, so given the problems with the *TND* engine it might have been impossible to implement a multiplayer mode given the jerkiness and slowdown.

So, all things considered, *Tomorrow Never Dies* is quite a disappointment. It won't last too long, but it's still worth a look for Bond fans and action game lovers who are prepared to accept that not every game is as good as *Metal Gear Solid*.

Stuart Clarke

ALTERNATIVELY

Metal Gear Solid

10/10 PSM 20

Die Hard Trilogy

9/10 PSM 12

Syphon Filter 8/10 PSM 24

VERDICT

7

GRAPHICS

7 The jerky game engine lets the side down.

GAMEPLAY

7 You've got a licence to kill, so you may as well use it!

LIFESPAN

4 No multiplayer! Only 10 missions! Two difficulty settings!

Not the *Goldeneye*-beater many were hoping for. But Bond fanatics may enjoy reliving the classic movie and the mix of adventure, driving and skiing.

12 Shoot things and take on a variety of other pointless missions as you jump from scene to scene.

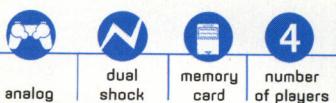
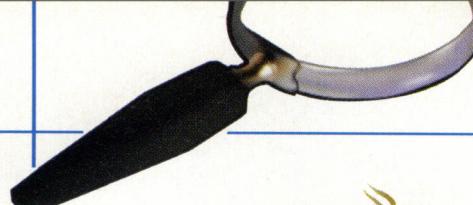
8-4 Explosions are, as per all things Bond, in plentiful supply.

5 You'll find yourself skiing down mountains in battle against bomb-lodging terrorists.

8-3 *TNT* sees you shooting merry heck out of enemy troops, or sneaking around installations, tower blocks and hotels.

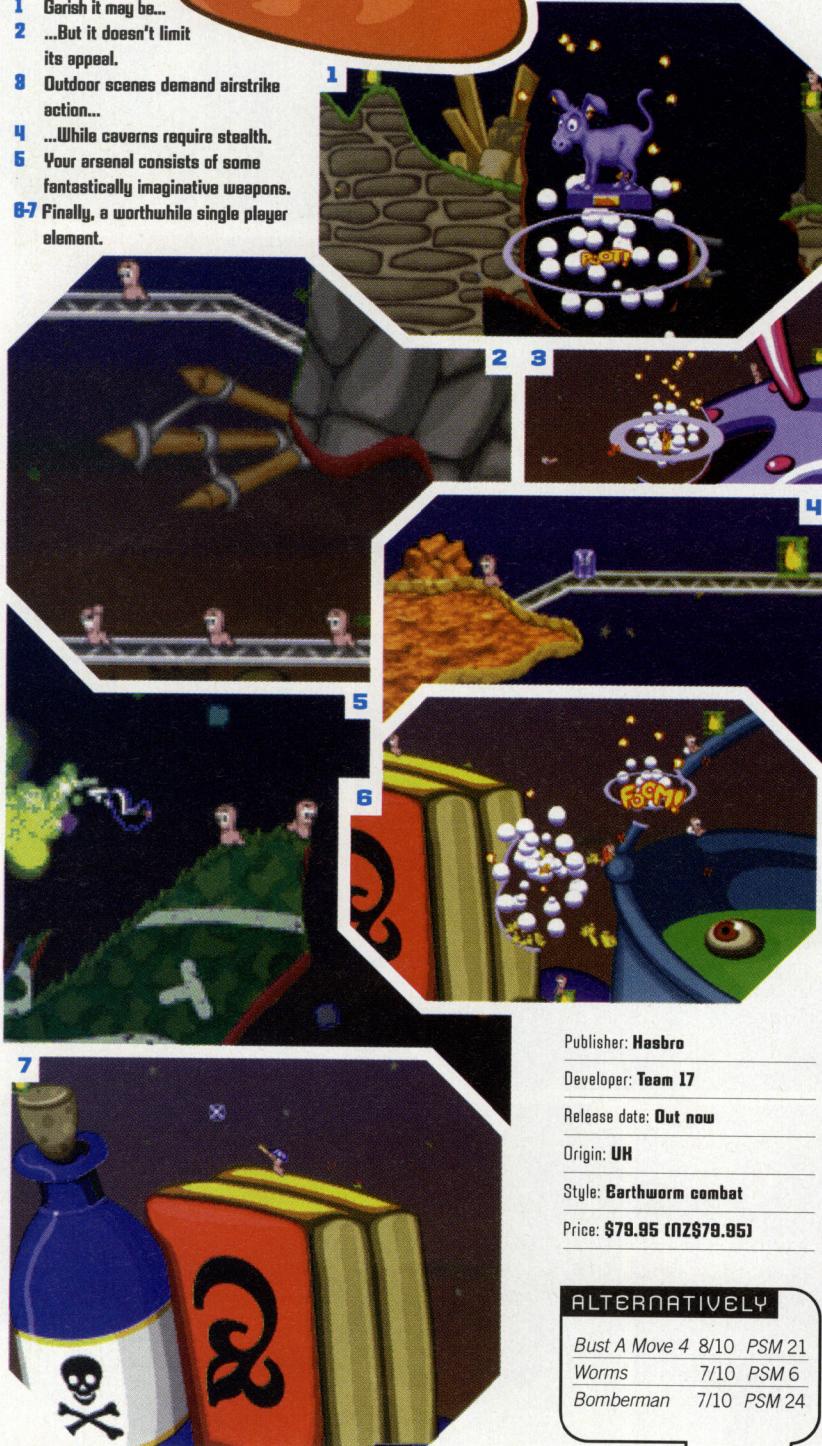
10-12 Better graphics or a least a Multiplayer Mode would have compensated somewhat.





Worms Armageddon

- 1 Garish it may be...
- 2 ...But it doesn't limit its appeal.
- 3 Outdoor scenes demand airstrike action.
- 4 ...While caverns require stealth.
- 5 Your arsenal consists of some fantastically imaginative weapons.
- 6 Finally, a worthwhile single player element.



Publisher: Hasbro
 Developer: Team 17
 Release date: Out now
 Origin: UH
 Style: Earthworm combat
 Price: \$79.95 (NZ\$79.95)

ALTERNATIVELY

Bust A Move 4 8/10 PSM 21
 Worms 7/10 PSM 6
 Bomberman 7/10 PSM 24

The worm hasn't just turned – it has been transformed into a more sophisticated game that finally adds a worthwhile single player element.

Admit it – *Worms* was one of the most original, addictive multiplayer games of its time. That much is obvious, even to intransigent beat 'em up fans that refuse to acknowledge anything but *Tekken 3*'s brand of pugilism. So why the PlayStation was never granted *Worms 2* is one of life's great mysteries – along with what actually goes on in the ladies' loos. For whatever reasons though, *Worms Armageddon* is the second in the series to hit the PlayStation and *PSM* is thankful for small mercies.

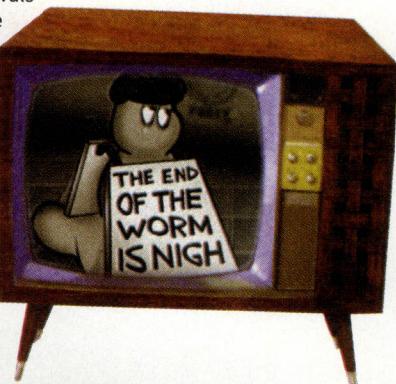
Addressing the problems that afflicted the first (no decent single player missions, laughable opponent AI and minuscule graphics), Team 17's attempt at a sequel is a revelation. Granted, the fundamental game mechanics haven't changed and taking it in turns to elect offensive or defensive measures, before executing your choice, is still very much the order of the day. But whereas the original game's remit was severely limited thanks to a small number of weapons and an even smaller number of game options, *Armageddon* chooses to expand on the idea, instantly broadening its appeal.

A standalone Single Player Mode is the result – and while it might not challenge *Final Fantasy VIII* for longevity, it manages to provide a bona fide solo pursuit, much of which is disguised as a series of training missions. Learning to use the new weapons (Flame-thrower, Sheep Launcher, the Skunk, etc) is a significant part of the challenge and mini tasks which have you destroying targets with a variety of weaponry teach you the basics and open a myriad of (eventually rock hard) timed missions.

Like the original, *Armageddon*'s strength lies in its simple, intuitive interface and cute visuals. This pairing makes the game's fundamentals (select angle of fire, power of shot and any subsequent fleeing tactics) seem more important than the sum of their parts. Taking it in turns to fire homing missiles, bazookas or cluster grenades at your rivals might not sound like the pinnacle of videogame entertainment in the new millennium, but *Armageddon*'s long-term appeal belies its primitive appearance.

It may not have evolved as much as fans would have liked, but there's no denying that *Worms Armageddon* provides a simple but effective gaming formula that plays up to our needs.

Matthew Pierce



VERDICT

8

GRAPHICS
 GAMEPLAY
 LIFESPAN

- 7 It won't win any awards for visuals, but they're simple and effective.
- 8 Simplicity itself, and almost harmfully addictive.
- 9 Solo play's surprisingly tough, but multiplayer is where it really shines.

Perhaps not surprisingly, the end of the worm isn't nigh. As far as team-based strategy goes, it's still the daddy.



This Is Soccer

The fine presentation tempered with frustration... The roar of the crowd... The tears and the cheers... The goading and the humorous rhymes... It must be soccer.

So what's Sony's goal? EA's *FIFA* series is not only dominant and blessed with a terrifyingly large development team and budget, but has also been steadily perfected over the last few years. As Eidos, Silicon Dreams and now Sony have proved, you just can't beat them at their own game.

The problem with *This Is Soccer* is that it can't be seen to be copying *FIFA*, which means that if you've played *FIFA* before then

Eight hours into playing *This Is Soccer*, it was staring at the wrong end of the scoring chart. Four days later it had climbed into an 8 out of 10 position as some stunning goals proved that you could get the hang of the control system. But then the problems raised their ugly heads again. Some suspect AI had players ignoring a ball next to them; opting to play aggressively or defensively means they virtually always cross the halfway line or don't bother at all; and during

"Even several hours and an aching, bruised thumb later... you're still shouting at your telly and Sony for some dumb decisions"

you're going to find this a little bit weird. Even several hours and an aching, bruised thumb later – when you've got the hang of the controls – you're still shouting at your telly and Sony for some dumb decisions. Why does the knock-forward control clash with the sprint button? Surely you may want to do both at once. Why does the one-touch system work intermittently? Is it because the one-two control is such a great way to cut through the defence that 50 per cent of the time the return pass is useless? Why don't the sliding tackles slide?

the league, AI champions Chelsea somehow managed to win all 19 of their matches – what chance does that give the glorious Arsenal, finishing second after only drawing three games?

At the end of the day, *This Is Soccer* has 30,000 properly-named players, recognisable facial likenesses, leagues, and cup competitions for teams in every continent... In short, there's plenty to play for, but is this soccer?

Steve Owen

Publisher: Sony
Developer: Sony (Europe)
Release date: Out now
Origin: UK
Style: Soccer sim
Price: \$69.95 (NZ\$119.95)

ALTERNATIVELY	
<i>ISS Pro 98</i>	9/10 PSM 16
<i>FIFA 2000</i>	7/10 PSM 30
<i>UEFA Striker</i>	7/10 PSM 29

Score the perfect goal and there's no feeling like it, but at times it can be a frustrating game. This is soccer but, with *FIFA* and *ISS Pro* also on offer, it only scrapes into third place.

GRAPHICS
GAMEPLAY
LIFESPAN

7 Some wonderful animation, but players lack crisp detail.
8 Trying too hard not to be *FIFA*.
7 Tough at first, but there are plenty of competitions.

VERDICT
7

- 1 The combat looks very like *FFVII*.
- 2 Meeting new friends.
- 3 Some visual tricks - woohoo!
- 4 Wandering around, trying to avoid random encounters.
- 5 Different location, more wandering around.
- 6 There are some impressive locations.... Some.
- 7 Oh no! Watch out for the killer mime!



Shadow Madness

Publisher: Sony
 Developer: Craveyard Entertainment
 Release date: February
 Origin: US
 Style: RPG
 Price: \$39.99

Americans can do a lot of things, but they can't make a console role-playing game like the Japanese. Here's proof...

Role-playing games such as *Final Fantasy VII* and *VIII* are intrinsically Japanese – it is highly unlikely that they would have been created in any other country. The Japanese have been obsessed with fantasy role-playing games for over a decade but until the *Final Fantasies* broke it big, RPGs have only been popular in

also seems to be effecting people all over the world of Arkose and Stinger heads off for main city Karillon to find some answers. On his journey, he meets and joins forces with Windleaf, an elfin girl with magic powers, and Harv-5, a farm robot.

The intro and occasional animated cut-scenes are quite nice and the battle sequences are graphically very similar to those in

"The game's developer, Craveyard Entertainment, obviously saw the sales success of *FFVII* ... and thought, 'Hey, we can do that too!'"

niche markets in the West. It's therefore quite surprising to find that *Shadow Madness*, a *Final Fantasy* clone if ever there was one, comes from the US.

The game's developer, Craveyard Entertainment, obviously saw the sales success of *FFVII* a couple of years ago and thought, "Hey, we can do that too!" and went about creating *Shadow Madness*. But unfortunately, Craveyard is no Squaresoft and *Shadow Madness* cannot hold a candle to either *FFVII* or *VIII*. However, it will provide a reasonable distraction for diehard RPG fans that can't seem to play any other type of game.

Our main hero is Stinger (although he can be re-named), a young man who has just witnessed the total annihilation of his friends, family and village in a huge explosion. A strange madness

FFVII (polygonal characters on pre-rendered backgrounds), although the characters are not as highly detailed. While the game thankfully gives you the option to flee random encounters, when you do have to fight it's not that enjoyable thanks to the non-intuitive menu. As the battles are a strange mix of turn-based and real-time, you rarely have time to choose a strategy and find yourself pressing the default attack just so your turn doesn't end. Take the time to think and you're dead.

If you find combat too difficult, you can change the difficulty level (there are three) mid-game, which is a nice touch. One of the few in a game that will impress no one who has played either *Final Fantasy VII* or *VIII*.

Stuart Clarke



ALTERNATIVELY

<i>Final Fantasy VIII</i>	10/10 PSM 28
<i>Final Fantasy VII</i>	10/10 PSM 22
<i>Wild Arms</i>	8/10 PSM 20

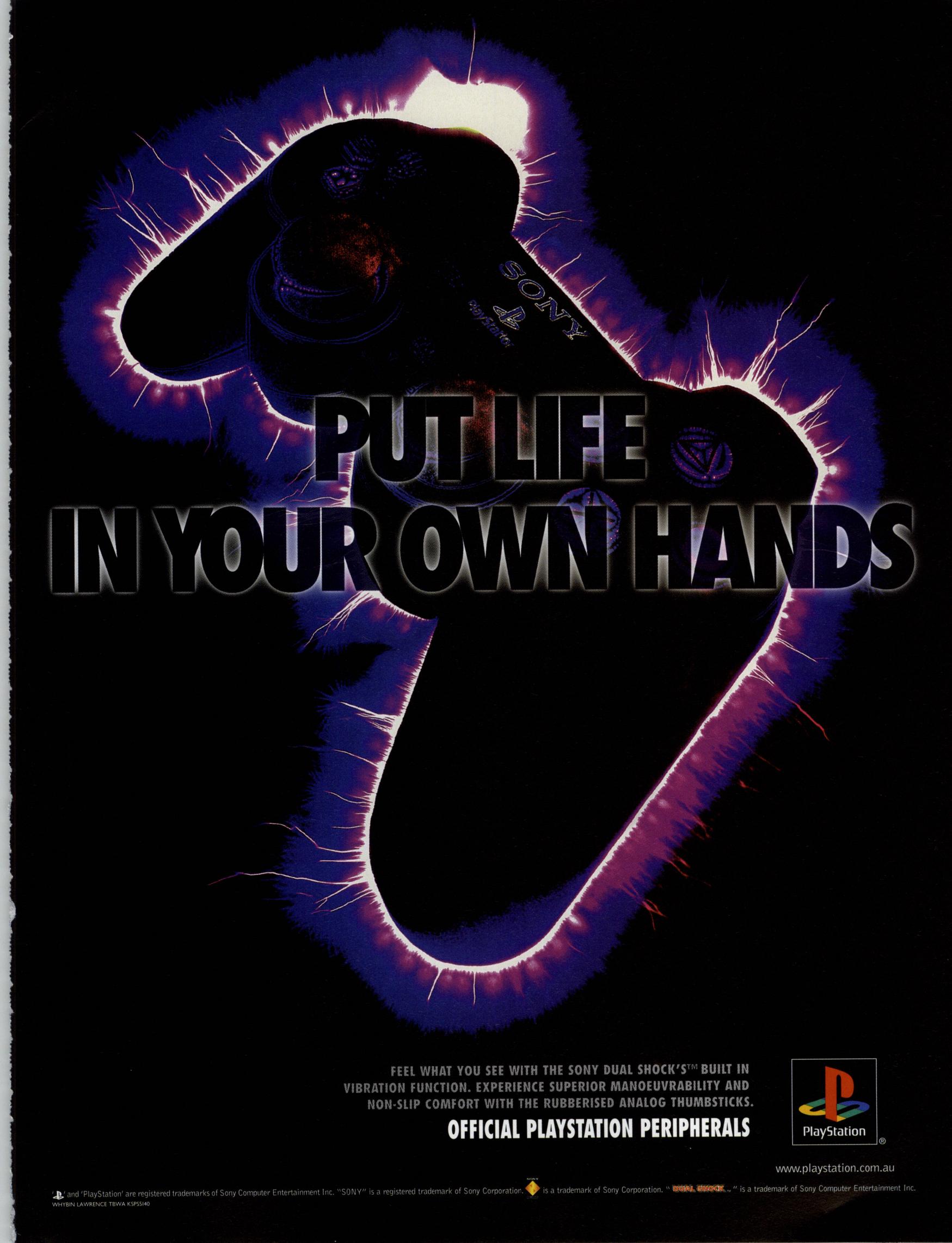
VERDICT

6

GRAPHICS
 GAMEPLAY
 LIFESPAN

- 7 Combat sequences try to look like *FFVII*.
- 6 Poor battle sequences and a dull story.
- 6 It's on two CDs... If you can be bothered.

Shadow Madness is a very average role-playing game, which means it's a sad joke when compared to *Final Fantasy VIII*.



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Lego Rockraiders

Publisher: Song Developer: Lego Release date: Out now Origin: US Style: Arcade

Players: Two Extras: Memory Card, Dual Shock Price: \$69.95 (NZ\$119.95)

Rockraiders is Lego's bold new move into the new millennium. Gone are the action-packed service station dioramas, replaced by space marooned adventurers on a mission to harvest the energy they need to return home. The cool intro sequence tells the story of the Lego people's mammoth spacecraft and how it went astray. Unfortunately the game is disappointing. Admittedly, it is aimed at younger gamers so the action is very simple and reminiscent of old 8-bit games,

in that you're basically solving a maze on each level by blasting bits of cave out of your way to reach an objective. The graphics are very '8-bit' as well, and the impression is of a game rushed out to meet the shelf date of the new Lego toys carrying the same name. Multiplayer action is cooperative only. Whether this was due to a desire to foster goodwill or just a copout is hard to judge, but it lacks the real tension of a one-on-one battle. It's hard to see this game as anything but a marketing tool designed to sell toys rather than entertain. GS

VERDICT

4



Knockout Kings 2000

Publisher: EA Developer: EA Sports Release date: Out now Origin: US Style: Boxing sim

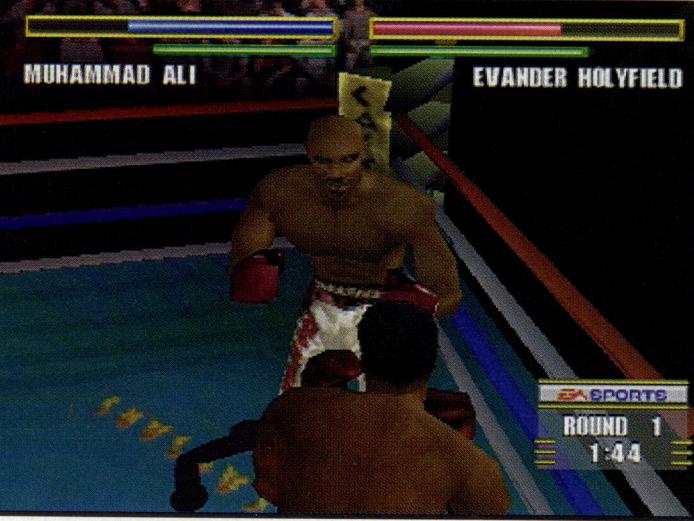
Players: Two Extras: Memory Card, Analog Price: \$79.95 (NZ\$99.95)

Knockout Kings 2000 has immediate appeal, from Muhammad Ali's menacing stare on the cover, to the texture-mapped boxers and the glitzy arenas. EA Sports has certainly nailed the 'look' of a top boxing sim. The fighters look excellent, as does everything from the pre-match hype to the bruising encounters. Watch your opponent's face swell and bleed after connecting with a solid jab. While strategy is involved and there are plenty of punches to throw, there is

room for improvement. Unfortunately, you can still win just fairly randomly bashing buttons and offering little defence. Interestingly, you can ignore weight classes, so enthusiasts can pit Oscar De La Hoya or Sugar Ray Leonard against the likes of Lennox Lewis, Ali, Rocky Marciano, Joe Frazier or Evander Holyfield. Every possible mode has been included. The best of these are classic, slugfest and career. With enough depth and variety, this is the strongest boxing sim available, but we're still hoping Prince Naseem will be more realistic. RY

VERDICT

8



The Smurfs

Publisher: Infogrames Developer: Heliogames Release date: Out now Origin: France

Style: Platform Players: One Extras: Memory Card Price: \$79.95 (NZ\$99.95)

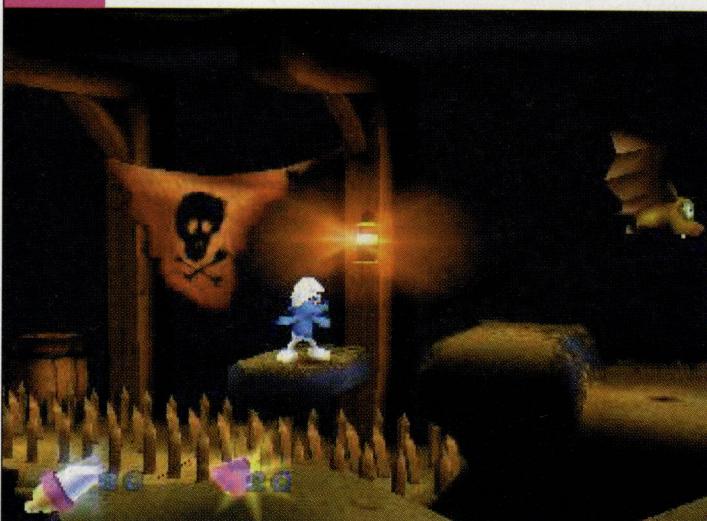
The Smurfs is a platform adventure for young children. You must rescue your fellow Smurfs across 10 worlds. The game is designed for four- to seven-year-old players, so the controls are simple and the tasks easy to understand. Based around the famous cartoon characters, although very little cartoon footage is included,

gameplay is comprised of two sections and in both you play as Hefty Smurf. The first section, 'It's a piece of cake', is like a training mode and sees players

collecting items, performing simple jumping tasks and teaching joypad skills. The second section uses the skills learnt in the first to rescue the Smurfs. Youngsters will be kept intrigued and their problem-solving techniques will be challenged. Kids will also love playing the Tamagotchi-style game where they must care for Baby Smurf. You need to feed, bathe and play with Baby Smurf to keep it happy, or it will throw a tantrum. Designed specifically to introduce children to the world of videogames, *The Smurfs* succeeds and entertains. RY

VERDICT

7



Roadsters

Publisher: GT Developer: Titus Release date: Out now Origin: US Style: Racing sim

Players: Two Extras: Memory Card, Analog, Dual Shock Price: \$89.95 (NZ\$99.95)

One thing that the PlayStation can surely do without is a *Gran Turismo* wannabe, especially only one month before *GT2*. That *Roadsters* isn't a patch on 1998's hit shouldn't really surprise anyone. The 34 licensed vehicles – including Alpha Romeos and Lotuses – provide pseudo-realism, but when you come to buy

your car for the three different classes of competition, there's no indication as to what your dash is really providing. Pick a bum motor and you can find

yourself at the back of the pack for six tedious races, and then too short of cash to even enter the league next time. In the right car you can battle with the best of them, but you'll still wrestle with the ridiculous handling. The tracks are varied fantasylands, featuring such shockingly unimaginative locations as the desert, snow and Olde London Town. Intriguingly, you can place a bet on the outcome of a race, provided you're the one you want to bet on, and you can at least make the top three. It's the only original feature on offer. SO

VERDICT

5



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NASCAR 2000

Publisher: Electronic Arts Developer: Stormfront Studios Release date: Out now Origin: US
Style: Racing Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

NASCAR racing is a primarily American sport and EA Sports' annual update never makes it into many Australian homes. This is unlikely to sell any better than past years, but it is certainly the best of the series. It's still not a great game to look at, as the tracks are uninteresting (going round and round and round and...), but the

VERDICT
7
frame rate is high and there are some effective graphic tricks, such as shadows moving across the dashboard. There are 16 other cars on the course, a

concession from a real-life field of 43 vehicles, but it is still impressive at this speed. There are 18 real NASCAR tracks to race on, plus five fantasy road tracks to unlock. There are new pit stop animations, and the option to have an 'interactive pit', where you can influence the speed of your pit stop by tapping buttons on your controller corresponding to those appearing on screen. The TV-style replays are excellent and the inclusion of a two-player split screen mode is welcome. A solid racing simulation that will thrill NASCAR fans. SC



Pong

Publisher: Hasbro Developer: Supersonic Release date: Out now Origin: US Style: Retro sports sim
Players: Four Extras: Memory Card, Dual Shock, Analog, MultiTap Price: \$69.95 (NZ\$79.95)

We can't think of a more appropriately named title. This one smells off. *Pong* might be the videogame that started it all, but over 20 years later, Hasbro can't expect people to pay \$70 to play it, even with its new skills and frills. In this simple bat and ball game the idea is to control your electronic paddle and whack a ball

VERDICT
5
past your opponent and into your goal. This update is in 3D and contains plenty of eye candy. There are six zones with a collection of levels, each with

three different increasingly difficult variations. You'll be belting balls at waddling penguins, taking penalty kicks on a soccer field, whacking a hockey puck, catching fish, herding sheep, and playing on wildly undulating surfaces. Power-ups include grabbing the ball, creating slopes and conjuring up helpful seals. You can play against friends or against a smart computer opponent. There are some creative ideas here, and the package is well designed, but in the year 2000 we ask and deserve a bit more than a bat and a ball to provide entertainment. JH



Centipede

Publisher: Hasbro Developer: Hasbro Release date: Out now Origin: US Style: Retro shoot 'em up
Players: Two Extras: Memory Card, Analog, Dual Shock Price: \$89.95 (NZ\$99.95)

Oh dear. *PSM* loves indulging in a bit of nostalgic classic videogaming, but *Centipede* just doesn't have the legs to warrant such a hefty price tag. The only surprise is that there's a plot! You're the appropriately named Wally, a simpleton sent to pilot the Shooter against armoured beasts from the Earth's core. In five worlds you whiz

VERDICT
3
around, shooting bugs, creating mushrooms, defending villages and rescuing humanity from insecticide. As you'd expect in a modern-day shooter, there's

power-ups such as rockets, flame throwers, missiles, bombs, triple shots and shields. But they can do little to liven up an incredibly dull experience, with level after level of banal blasting. The 3D graphics are dire, and the worlds are repetitious. You can view the action from inside the craft, but it's unplayable. Worse, even the classic mode has been botched. *PSM* is sure a PlayStation can handle running a 20-year-old arcade game, but you'd never know it looking at the centipede jerk around. A few minute's entertainment at best. JH



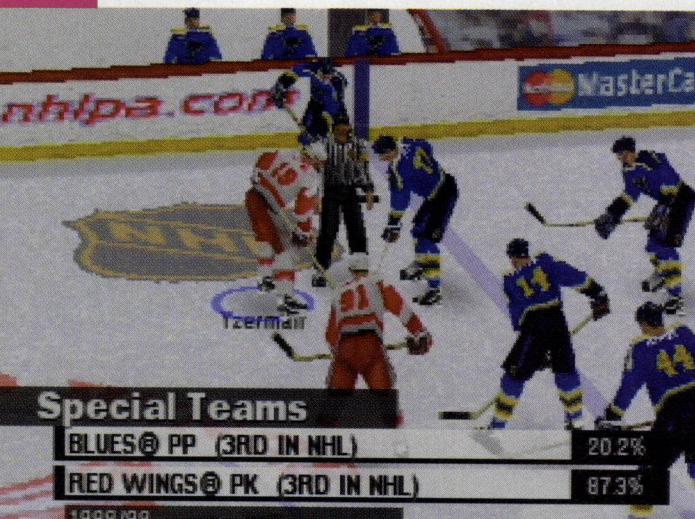
NHL Championship 2000

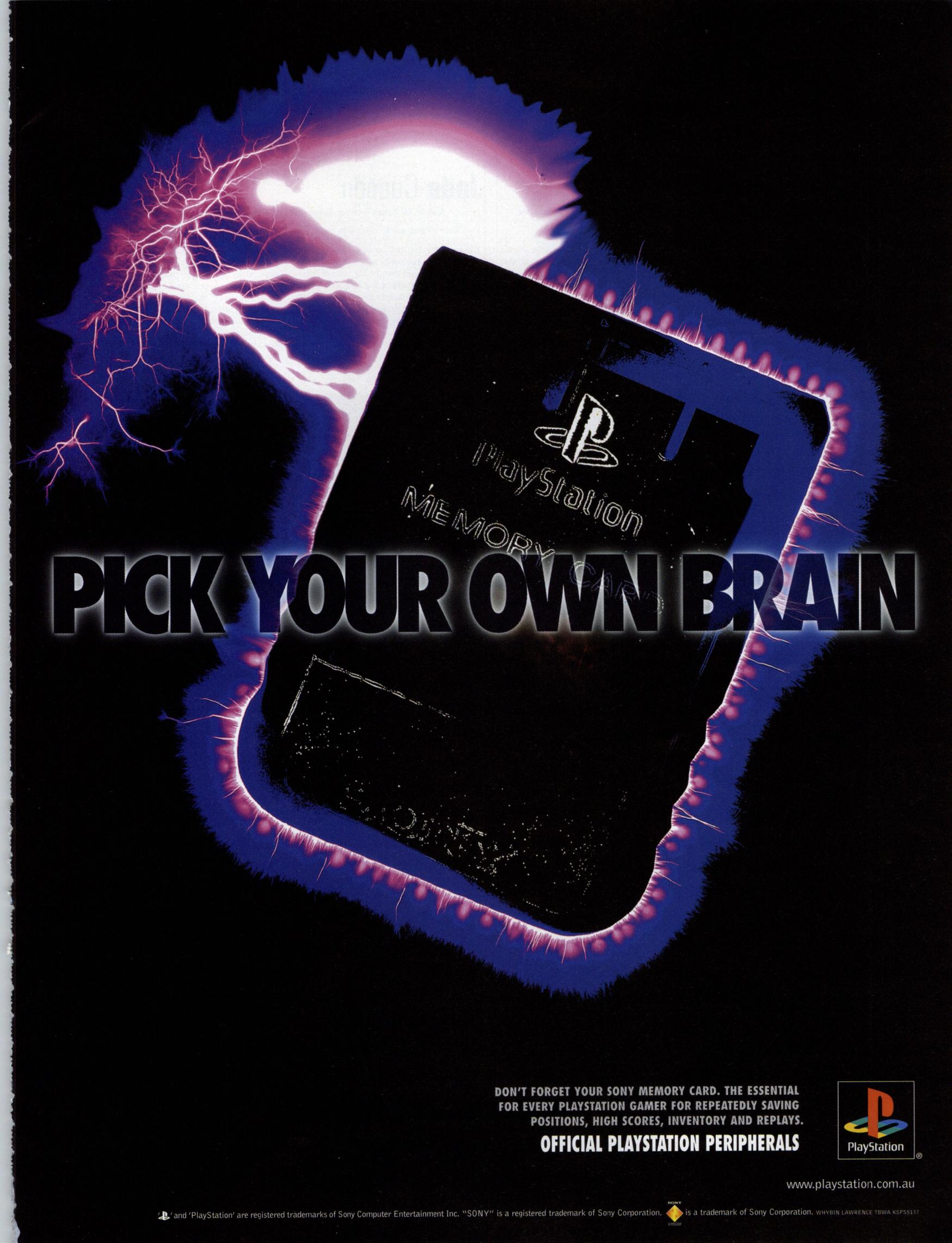
Publisher: Activision Developer: Activision Release date: Out now Origin: US Style: Ice hockey sim
Players: Eight Extras: Memory Card, Analog, Dual Shock, MultiTap Price: \$89.95 (NZ\$119.95)

Activision has created a game that deserves to rival EA's *NHL* games in the same way that Konami's *ISS* franchise keeps tripping up the *FIFA* series when the ref isn't looking. In fact, this looks so similar to EA's efforts that it's difficult to tell them apart. Enhanced with FMV snippets of body checking, puck-skimming rink

VERDICT
8
action, Activision's ice sim structures its gameplay around some excellent TV-style presentation. So authentic are the multiple camera angles, the

pop-up stats and the real-time commentary, it's like being able to control your own live TV coverage. The superbly textured, motion-captured players glide realistically across the ice, complete with accurate 3D team strips. There's also all 28 NHL teams, slow-motion replays, realistic rosters, coaching tactics and a variety of modes that allow you to play one-off games or fully-fledged championship seasons. Tweakable rules and three difficulty levels mean that hockey lovers old and new, skilled and rubbish, can enjoy it. DE





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Barbie Race and Ride

Publisher: **Sony** Developer: **Mattel** Release date: **Out now** Origin: **US** Style: **Horse-riding adventure**

Players: **Two** Extras: **Memory Card, Dual Shock** Price: **\$89.95 (NZ\$119.95)**

We know it's designed for young girls, but even the biggest fans of the Barbie merchandising phenomenon will probably find *Barbie Race and Ride* disappointing. You get to choose from four horses, but they're identical except for colour. There's little racing and riding is reminiscent of 'sitting'... The game is really devoid of skill and fun. The riding path is frustratingly pre-set with no ability to free-roam, and your equine friend is pretty much uncooperative, although you

can make it jump. You'll be given the chance to stop your steed and participate in sub-games, but even youngsters will be quickly bored. Believe it or not, the most interactive and enjoyable part of the game is grooming and washing your horse. We totally understand this is a game for youngsters who dream about owning a horse named Angel, riding through unpolluted forests, finding pearls on deserted beaches and choosing different outfits, but developers need to understand that even young girls expect to be entertained. **RY**

VERDICT

4



FIFA 2000

Publisher: **EA** Developer: **EA Sports** Release date: **Out now** Origin: **Canada** Style: **Soccer sim**

Players: **Four** Extras: **Memory Card, Dual Shock, Analog, MultiTap** Price: **\$89.95 (NZ\$99.95)**

This latest edition of *FIFA* — while undoubtedly the most advanced — is the least enjoyable. It has all the teams, players that occasionally resemble their real-life counterparts, tournaments, and the requisite selection of tricks, traps and shots. Presentation is again outstanding. Yet, despite all the glamour, *FIFA 2000* lacks a real soccer brain and plays just like its forerunners. This would be fine as *FIFA 99* is great, but Konami's forthcoming *ISS Pro Evolution*

has upped the ante. *FIFA 2000* looks flat by comparison and crucially even struggles to keep up with its own prequels when it comes to liquid soccer. It lacks pace with players strolling into position, and even after the most daring runs they rarely break into a sweat. And everything is way too precise. Although passes can be intercepted, they are pinged to feet with an accuracy most Premiership managers would sell Grandma's teeth for. Skill seems an optional extra. It looks great, but *Evolution* is likely to beat it without needing extra time. **SM**

VERDICT

7



Jade Cocoon

Publisher: **Jack Of All Games** Developer: **Crave** Release date: **Out now** Origin: **Japan**

Style: **Role-playing game** Players: **One** Extras: **Memory Card** Price: **\$89.95 (NZ\$99.95)**

You know the RPG drill by now. Fantasy idyll threatened by evil needs a hero. Cue young village boy unaware that the big hand of Fate is pointed at him whispering "It's you". *Jade Cocoon* won't win awards for originality, but beneath its cliché-splattered shell lies a game of surprising playability and style. *Jade Cocoon*

VERDICT

6

carries a strong whiff of *Final Fantasy VII*, with a pinch of *Zelda* and a splash of extra-strength *Pokémon*. The twist is that not only can you fight the

monsters, you can catch them, train them, mate them and summon them to fight for you in battle. Naturally, the higher the level, the bigger the monsters your character Levant can catch. Which monsters do you combine? What elemental mixes are the most effective? The only test is to summon your mutants in battle, where they fight instead of you in familiar *FFVII*-style turn-based combat. Granted, it's not very original, but this is addictive and a commendable mix of old-fashioned RPG staples with Dr Moreau-style animal experimentation. **DE**



European PGA Golf

Publisher: **Ozisoft** Developer: **Infogrames** Release date: **Out now** Origin: **UK**

Style: **Golf sim** Players: **Four** Extras: **Memory Card, Analog** Price: **\$89.95 (NZ\$99.95)**

The *Actua Golf* series has consistently clubbed most PlayStation rivals into second place. Now, with its swanky PGA licence reflected in the name change, this has upped the ante again by including real golf courses for the first time. There are seven altogether, headlined by San Roque in Spain and the K Club in Ireland.

VERDICT

7

Naturally, this offers everything you'd expect from a golf game plus some 'fun games'. These are slight deviations from tradition, like the clock game

where each shot is timed and a weird night-time game that tries rather pathetically to pass off the illusion of darkness by colouring the sky black. The best option is undoubtedly the Career Mode where you can customise your golfer and rise through the amateur ranks, through the pro orders and on to the EPGA Tour. While the ball physics are fine, the actual playing surface behaves as though it's made of glass rather than grass. Annoying. The other problem is that it's all a bit too easy. But the controls are excellent and this is a fun whack around. **NJ**



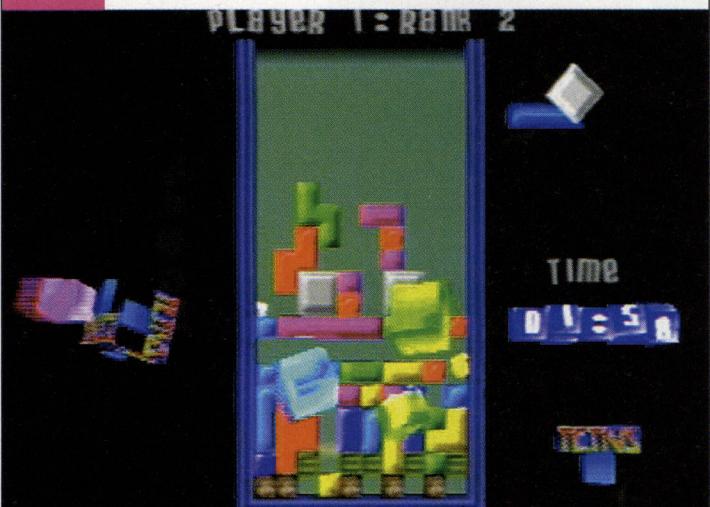
The Next Tetris

Publisher: Hasbro Developer: Blue Planet Software Release date: Out now Origin: US
Style: Block puzzler Players: Two Extras: Memory Card, Dual Shock Price: \$69.95 (NZ\$79.95)

The latest incarnation of the world's most popular puzzler hardly lives up to its revolutionary name, but it is fun. The classic mode should need no explanation with the tarted up visuals the only new feature. TNT mode is where the differences start to appear. Essentially, the concept still involves falling blocks, only now some consist of more than one colour, causing one of two things to happen on impact with another block. If they're the same colour, they'll

VERDICT

7



Tiny Tank

Publisher: Sony Developer: MGM Release date: January Origin: US Style: Arcade action Players: One
(Two with Link Cable) Extras: Memory Card, Dual Shock, Link Cable Price: \$69.95 (NZ\$119.95)

One hundred years after the machine revolution a hero is awakened to save the Earth. All but wiped out by rogue office equipment, humanity has placed all of its hope on one tiny little tank with boggly eyes and a foul mouth. *Tiny Tank* has you cruising around levels mindlessly blasting everything. *Tiny* can sidestep to avoid incoming weapons fire and jump, with rocket assistance, to avoid obstacles and mines. In combat you can twist his turret separately but you can't see

VERDICT

6



In recent issues

name	issue	score
360	PSM 27	2
40 Winks	PSM 28	7
Attack of the Saucerman	PSM 26	4
Carmageddon	PSM 27	7
Championship Motocross with Ricky Carmichael	PSM 28	7
Crash Team Racing	PSM 28	9
Destrega	PSM 27	4
Dino Crisis	PSM 27	9
Disney's Magical Tetris	PSM 29	6
FA Premier League Manager 2000	PSM 29	6
FA Premier League Stars	PSM 26	5
Final Fantasy VIII	PSM 28	10
Fisherman's Bait: A Bass Challenge	PSM 28	5
Formula 1 '99	PSM 28	8
G-Police 2	PSM 26	8
Grand Theft Auto 2	PSM 29	9
Gungage	PSM 27	3
Hot Wheels Turbo Racing	PSM 29	7
Kingsley's Adventure	PSM 27	6
Lego Racers	PSM 28	6
Lucky Luke Platinum	PSM 28	6
Madden NFL 2000	PSM 29	8
Medal of Honor	PSM 29	9
MediEvil Platinum	PSM 26	7
Metal Gear Solid: Special Missions	PSM 27	7
Mission: Impossible	PSM 28	7
Monsterseed	PSM 27	6
MTV Sports: Snowboarding	PSM 29	8
NHL 2000	PSM 29	9
No Fear Downhill Mountain Biking	PSM 29	7
Music 2000	PSM 29	9
Pac-Man World	PSM 28	8
Point Blank 2	PSM 26	7
Quake II	PSM 28	10
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Shao Lin	PSM 29	8
Sled Storm	PSM 28	8
South Park	PSM 26	6
Space Invaders	PSM 28	5
Speed Freaks	PSM 25	8
Spyro 2: Gateway To Glimmer	PSM 28	9
Street Fighter EX Plus Alpha Platinum	PSM 27	8
Tarzan	PSM 27	7
Tekken 3 Platinum	PSM 26	10
Tenchi: Stealth Assassins Platinum	PSM 27	7
Tomb Raider: The Last Revelation	PSM 29	10
Tony Hawk's Skateboarding	PSM 27	9
UEFA Striker	PSM 29	7
Um Jammer Lammy	PSM 25	8
War of the Worlds	PSM 29	6
WCW Mayhem	PSM 29	7
Wipeout 3	PSM 26	10
WWF Attitude	PSM 26	8
X-Files	PSM 26	6



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80 powerline tips

Show your character in *Crash Team Racing*, burn rubber with *NASCAR 2000*, rampage with *Hena: Warrior Princess*, slay giant reptiles in *Dino Crisis* and race like the proverbial wind in *Sled Storm*.

82 Tony Hawk tips

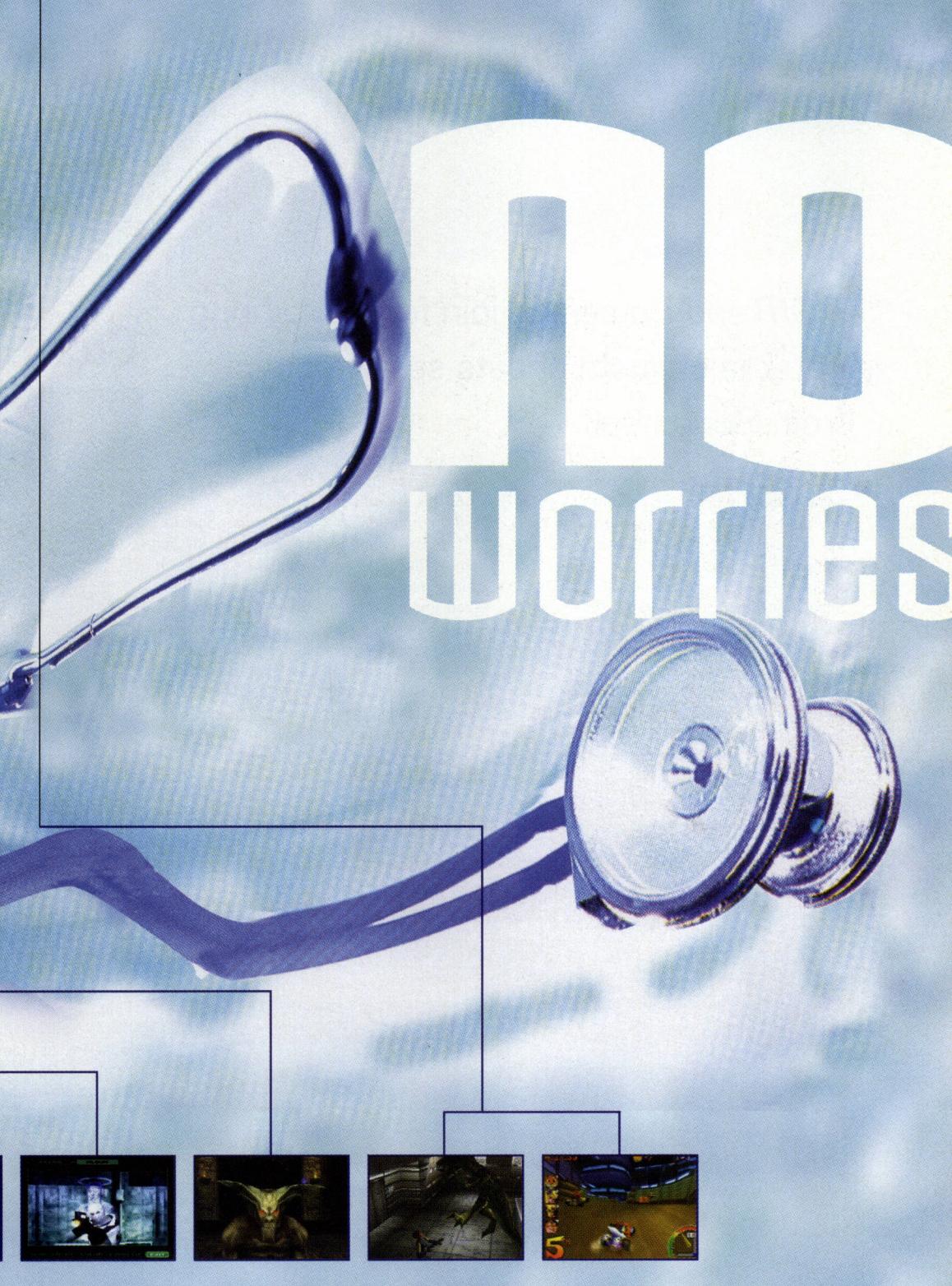
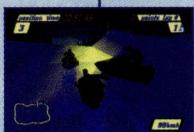
Yo dudes! Here's how to pull off totally valid moves with the master skater.

86 Soul Reaver tips

PlayStation owners don't have to sell their soul to complete the latest *Legacy of Kain* adventure.

92 Any questions?

Join tips guru Richie Young as he ploughs through a mountain of mail this month. There's helpful solutions to reader problems in games like *Deathtrap Dungeon*, *Sled Storm*, *WWF Warzone*, *Cool Boarders 3*, *Tekken 3* and *Metal Gear Solid*.



Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PS/II* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.



Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The *Official PlayStation Powerline* provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

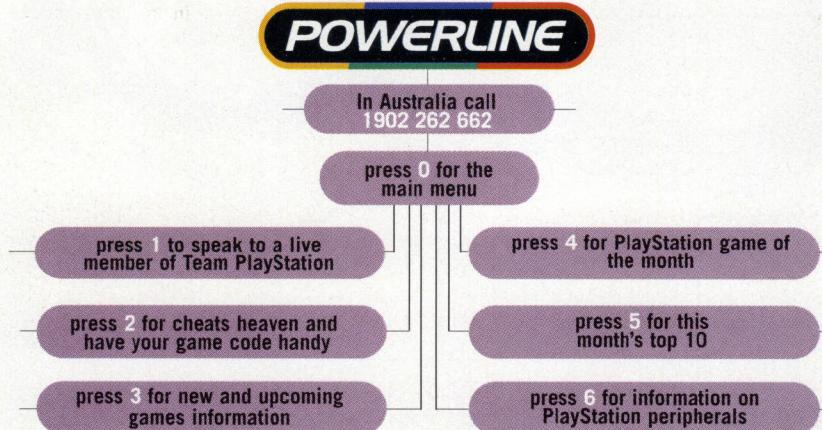
Call **1902 262 662** (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.
 5. This month's Top 10 titles.
 6. Information on PlayStation peripherals. The Powerline is charged at \$1.50 per minute (NZ\$1.69 – a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.



02105 Crash Team Racing



Access Nitros Oxide's Space

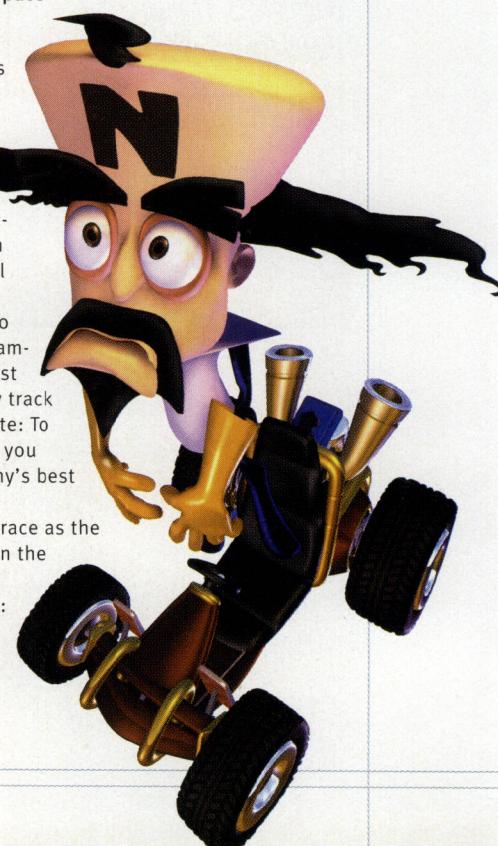
Ship: To unlock the Nitros' spacecraft, you must possess four Boss Keys.

Race as N. Trophy: To race as N. Trophy, you must

unlock and subsequently beat his best time on every track in Time Trial mode.

Race as Nitros Oxide: To race as the galaxy's champion kart racer, you must beat his ghost on every track in Time Trial mode. (Note: To race against the ghost, you must first beat N. Trophy's best time.)

Race as Papu Papu: To race as the obese Mayan priest, win the Green Gem Cup in Adventure mode. (Note: To unlock the Green Cup, you must collect five green CTR tokens.)





Xena: Warrior Princess

02265

Invincibility: At the main menu press **↑, ↑, ●, ■, ↑, →, ←.**

Refill Shield and Attack Meter: At the main menu, press **▲, ■, ▲, ■, ■, ↑, ↑, ↑.**

Sword and Shield Upgrades: At the main menu, press **▲, ■, ▲, ■, ■, ↑, ↑, ↑.**

Enable all Levels: **▲, ■, ●, ▲, ■, ↑, ←, →.**



Dino Crisis

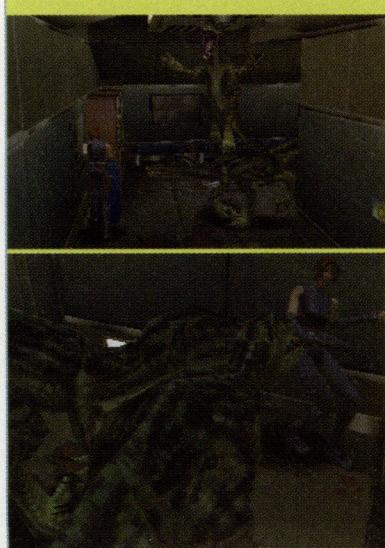
02207

Infinite Grenade Gun Ammo

When you have seen all three endings to *Dino Crisis* (you must play three separate games from start to finish), Regina not only starts with Grenade Gun in her arsenal, but she also has unlimited ammunition.

Jackpot Open "Operation Wipeout"

If you beat the game on Normal in less than five hours the game will unlock a sub-game called *Operation Wipeout*. In this sub-game you have to kill all the Dinos under the given time.



Sled Storm

02194

Bonus Points

Besides tricks, run over objects for more points.

Object	Points
Plants	50
Rabbits	7500
Signs	50
Snowmen	100

Cheat Codes

To activate a cheat, enter its code at the password entry screen.

Reverse mode: **■, L1, *, ■, R2, *, ▲, ●.**
Gio: **●, ▲, ■, L1, R2, L1, *, ▲.**
Jackal*: **●, ▲, ■, L2, R2, L1, *, ▲.**
Jay: **●, ▲, ■, ●, R2, L1, *, ▲.**
Nadia: **●, ▲, ■ (x2), R2, L1, *, ▲.**
Rhine Rider*: **●, ▲, ■, *, R2, L1, *, ▲.**
Tracey: **●, ▲, ■, ▲, R1, L1, *, ▲.**
Travis: **●, ▲, ■, R1, R2, L1, *, ▲.**

*Character must be unlocked.



NASCAR 2000

02191

Race as Cale Yarborough: Win the championship in FULL SEASON mode.

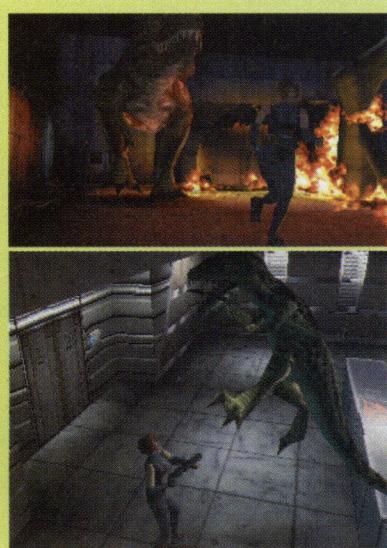
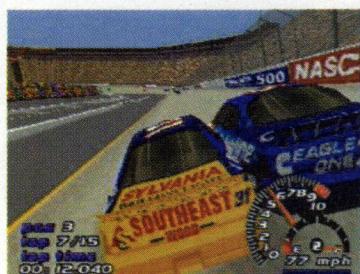
Race as Davie Allison: Win the championship in SUPERSPEEDWAY mode.

Race as Benny Parsons: Win the championship in ROAD COURSES mode.

Race as Alan Kulwicki: Win the championship in SHORT TRACK mode.

Unlock Montana's Kalispell Raceway: Finish first in "Race The King" mode.

Waving Racers: When in the steering wheel view in one player mode, press and hold **Select**.

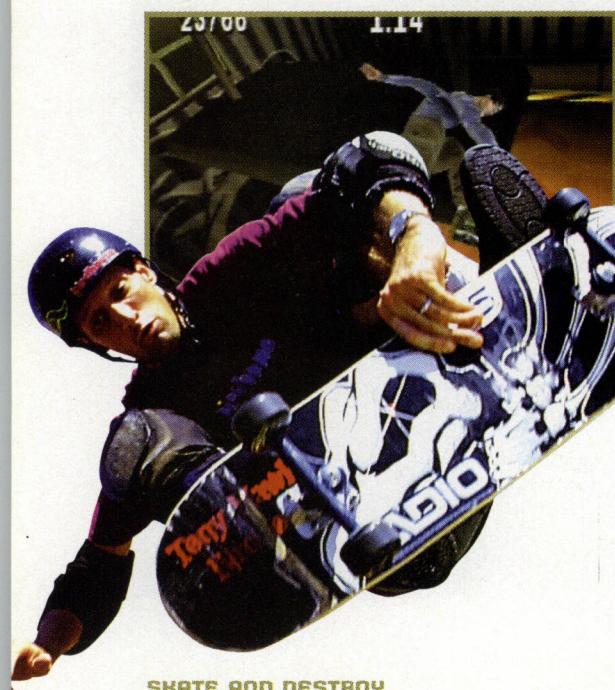


Secret Ending

If you've played through to the end and chosen both Rick's and Gail's choices, then here's the final ending you're looking for. Have a feeling you've been through the game without visiting a few doors? You have. Three, to be exact. If you want to find it, you can simply access one of the Level A doors after you've chosen Rick or Gail's decision. All of the unexplored Level A doors lead to the same tunnel system. Simply follow it to the secret heliport, then check your map and visit the red room. The red room will vary for each choice, so make sure to check.

Tony Hawk's Skateboarding

If you wanna rip at this game, you gotta know the tricks like a master. Like **Richie Young**. So listen up.



SKATE AND DESTROY

The approach

Tony Hawk's Skateboarding is jam-packed with tricks to master. Obviously, being trick-based, it is imperative to understand how to land the big tricks to score



maximum points. Working out the best lines and trick routines for each course is important for a successful approach to this game. If you want to stand any chance of finishing this game, then landing a long, continuous list of tricks and combos must become second nature.

BUST-A-MOVE

The tricks

The learning curve may be a little daunting at first, though most players tend to get a grip of the tricks reasonably fast. Once the button combinations for each trick have been worked out, attempting elaborate tricks becomes easier.

Each of the 10 riders basically have the same arsenal of tricks, although they can all be roughly classed as either street or vert riders. Their main

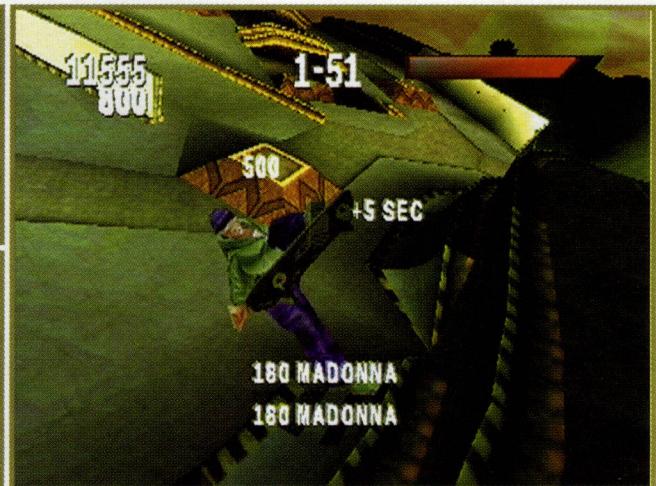
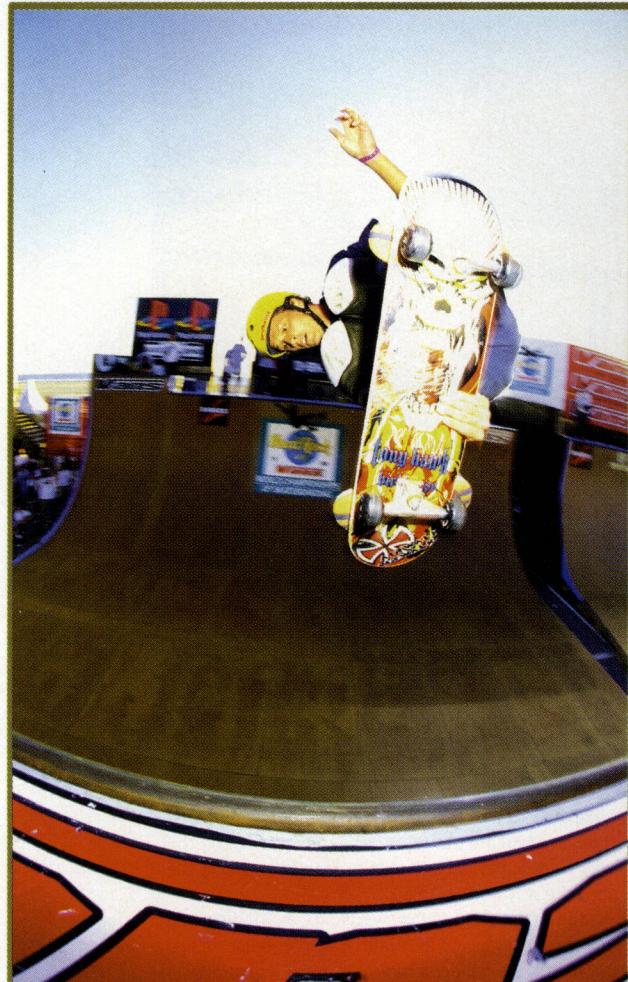


difference is their stance (goofy or regular). Look out for their customised tricks, they score top points in the right situation. Tony Hawk, for example, will perform a varial when diagonal ↓← and □ are pressed, while Kareem Campbell will do a 'sex change'.

Handplants are fairly simple to pull and earn you easy points. Despite this, we've received many requests on how to pull a handplant correctly. At the lip of the ramp do not ollie as you would normally for other tricks, simply press ↑ and ▲ together and your character will do a handplant.

Special tricks unique to each can only be executed when your special trick meter is glowing yellow. To get your meter glowing yellow, you'll first need to string a few regular-yet-bloody-difficult-to-land tricks together. The quickest way to do this is to either 180, impossible into and out of a grind





To see something spectacular, try these special combos on for size! Remember, get your special meter blinking yellow first!

Andrew Reynolds

Backflip: Press $\uparrow, \downarrow, \bullet$. (8000 points)
Heelflip Bluntslide: Press $\downarrow (x2), \blacktriangle$. (Combos ending with a \blacktriangle are grind tricks)
Triple Kickflip: Press $\leftarrow (x2), \blacksquare$.

Bob Burnquist

One-Footed Smith: Press $\rightarrow, \rightarrow, \blacktriangle$.
Backflip: Press $\uparrow, \downarrow, \bullet$.
Burntwist: Press $\leftarrow, \uparrow, \blacktriangle$.

Bucky Lasek

Kickflip McTwist: Press $\rightarrow (x2), \bullet$. (4000 points)
Fingerflip Airwalk: Press $\leftarrow, \rightarrow, \bullet$.
Varial Heelflip Judo: Press $\downarrow, \uparrow, \blacksquare$.

Chad Muska

Front Flip: Press $\downarrow, \uparrow, \bullet$. (4000 points)
One Foot 5-0 Thumping: Press $\rightarrow, \downarrow, \blacktriangle$. (Watch him pull out his stereo and listen to it!)
360 Shove-It Rewind: Press $\rightarrow (x2), \blacksquare$.

Elissa Steamer

Backflip: Press $\uparrow, \downarrow, \bullet$.
Primo Grind: Press $\leftarrow (x2), \blacktriangle$.
Judo Madonna: Press $\leftarrow, \downarrow, \bullet$.

Geoff Rowley

Backflip: Press $\uparrow, \downarrow, \bullet$.
Double hard flip: Press $\rightarrow, \downarrow, \blacksquare$.
Darkslide: Press $\leftarrow, \rightarrow, \blacktriangle$.



(approach a ledge or similar then press $\times, R2$ with \downarrow and $\blacksquare, \blacktriangle, \times, R1$ with \downarrow and \blacksquare) or with a relatively easier 360 rocket air (ollie off the lip of a halfpipe then press diagonal $\downarrow/\rightarrow, R2$ and \bullet together). Depending on your character, you'll then be capable of tricks that Superman would be proud of!



Jamie Thomas

Front Flip: Press $\downarrow, \uparrow, \bullet$.
One Foot Nose Grind: Press $\downarrow, \uparrow, \bullet$.
540 flip: Press $\leftarrow, \downarrow, \blacksquare$.

Kareem Campbell

Front Flip: Press $\downarrow, \uparrow, \bullet$.
Casper Slide: Press $\uparrow, \downarrow, \blacktriangle$.
Kickflip Underflip: Press $\leftarrow, \rightarrow, \blacksquare$.

Rune Glifberg

Unknown: Get a lot of air when your Special is available and press $\uparrow (x2), \blacksquare$.
Triple Kickflip: Press $\rightarrow (x2), \bullet$.
Christ Air: Press $\leftarrow, \rightarrow, \bullet$.
Triple Kickflip: Press $\uparrow, \downarrow, \blacksquare$.

Tony Hawk

360 Flip To Mute: Press $\downarrow, \rightarrow, \blacksquare$.
Christ Air: Press $\leftarrow, \rightarrow, \bullet$.
Kickflip McTwist: Press $\rightarrow (x2), \bullet$.
The 900: Press $\rightarrow, \downarrow, \bullet$. (8000 points. Note: Requires a lot of air!)

With the pursuit of scoring bigger points faster, the hardest part is timing when to 'pull out' of the trick.

COMING IN

The landing

Trying one-too-many flips or spins usually results in a stack. Stacks are not only costly with the time ticking away, your points will suffer greatly in the competition levels. Pulling out of tricks is more difficult to judge when spinning. Spinning is achieved by pressing the





directional buttons with either the **L2** or **R2** shoulder buttons. Spinning requires judgement; as each spin (like the 360 benihana, 360 rocket air, 720 varial etc) rotates at a different speed, you'll have to judge whether you'll land switch-stance or not. Even in this virtual simulation, try and 'relax' your skater so that he falls naturally with gravity. If you're serious about getting a gold medal in each of the competitions for the best ending, it is essential that you stay upright at all times. Of course, the main priority during comps is landing big points.

MONEY TALKS

Where the big points are at

The best way to score big points is by multiplying them. There are a few good ways to do this. Apart from multiplying points, look for gaps, bonus point tokens and maintain variety. The game is smart enough to know when you've already performed a trick and will award you less and less every time you try that trick.

If you've done a trick over a large gap (they are scattered throughout all of the courses) then you will hear a noise and earn bonus points. The size of the bonus will depend on the size of the gap.

A transfer from a ramp (simply hold up before you reach the lip) will also land you bonus points. Try prac-

tising this at Chicago by entering the halfpipe from a rear-ramp transfer.

With multiplying, you can easily double the value of a trick by adding a heelflip or kickflip at the end of it. A big multiplier will be earned when more dangerous tricks are combined, however. A varial with a madonna and an indy nosebone will attract huge points. Multiplying is best achieved in ramps, bowls or by grinding.

THE DAILY GRIND

Grinding

Grinding is an excellent source of points. Depending on how you approach the ledge and what button combos you have pressed, you'll do a different

grind

(press **▲** after ollying onto the ledge). The main ones are boardslide, 50-50 and the elusive smith grind. Try to grind at maximum speed, because you'll be less likely to stack and longer grinds bring the most points. If you are travelling slowly, you can 'right' the way your skater is beginning to lean by pressing the opposite way on the D-Pad.

Look for good opportunities to grind. San Francisco and the New York mall are filled with them. Anything circular can usually be grinded the entire length around. When doing this, kickflip off it and back onto it as many times as you can (your speed will determine this) and grinds worth

5000+ will be your reward. Similarly, long ledge-to-ledge transfer grinds will also bring points of similar value.

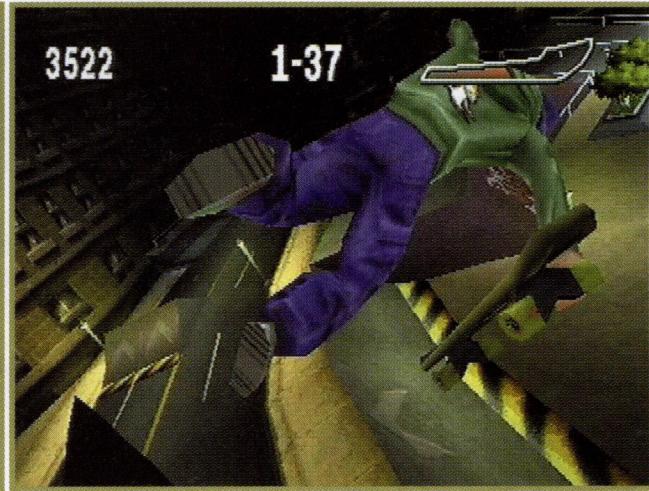
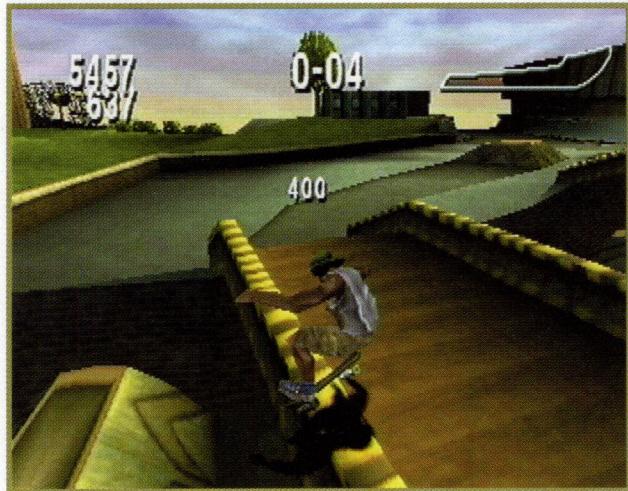
Higher ledges are also worth more. Try grinding the rafters that hang above the halfpipe at the Chicago skatepark or the concrete support at the beginning of the Burnside course.

DECKS, SHIES AND VIDEOTAPES

The rewards

You will be rewarded with videotapes that in turn open up more skateboards and lev-





els for you to try. Apart from the tapes based on points objectives, the hidden tapes are the most challenging. In particular, the Downhill Jam and San Francisco hidden tapes are both hard to find – let alone collect!

The Downhill Jam tape is sitting on top of a stone pillar and the one in San Francisco is directly above the glass-roofed pergola downtown.

In collecting both of these you will need to ollie over some massive gaps. Even the biggest normal ollies won't clear these. Perfect tail grabs (ollie, then ● and ↓) and you will get a bit more distance.

You'll also need to wall-ride well in the Downhill Jam. This is the final obstacle before the final tail-grab flying leap to the tape.

Changing the automatic kick to manual for the San Francisco tape makes life much easier. Ollie onto the gap in the fountain with plenty of speed, ollie across to the first building, then onto the second, follow it to the steep ramp, kick all the way to the top and get as much distance from it as possible at the end. The hidden tape will be waiting for you!

PORK PRODUCTS

Officer Dick

After collecting all 30 tapes you will unlock the only hidden character, Officer Dick. He's an old, fat cop but one helluva skater. Once he's glowing yellow try his special moves:

Yeehaw Front Flip: Press ↓, ↑, ●.

Neckbreak Grind: Press ←, →, ▲.

Assume The Position: Press ← (x2), ●.

THERE'S GOLD IN DEM HILLS!

The medals

To have a chance of being placed in the top three, you'll need to consistently score in the high 70s. Gold medals (especially at Roswell) are quite difficult to get. Consistent scores above 92.5 should get you home. To earn a gold, always keep the following in mind:

1. Never ever slam – your chance at victory is automatically out the window.

2. Get a big build up and plenty of air before trying anything risky.

3. Don't randomly press buttons. Work out the best tricks and special moves and stick to them.

4. Vary your moves and try the big tricks first.

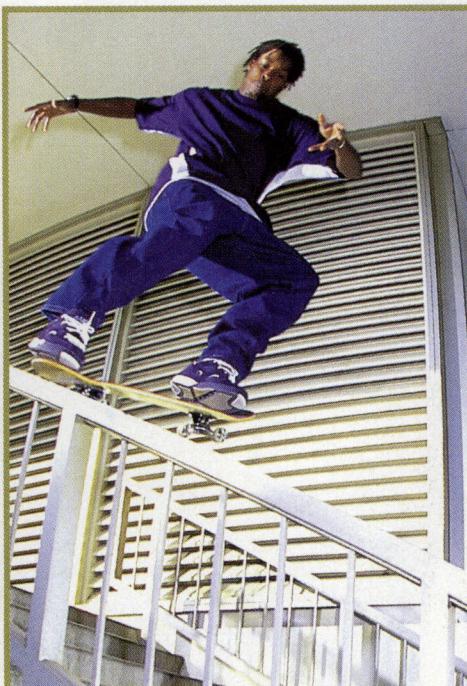
5. Multiply when possible. Go for it and add that extra kickflip!

BOARD?

Challenge yourself!

Once you've collected all 30 tapes, it's time to head back and improve your scores. See how many tapes you can collect in one run. Collecting all five tapes is most achievable in the Warehouse level and if done, leaves you with an unreal replay video to keep.

Go ahead, skate or die. Or something.





Legacy of Kain: Soul Reaver

Raziel still skipping round the plains of hell? Finding those Glyphs a little tricky? Here's how to get hold of them all, plus how to get around all the bosses.

THE SOUND GLYPH

Thrash the Morlock boss in the Tomb of Seven and you'll pick up the Force Projectile ability. Now you'll be able to bag the Sound Glyph. Return to the lowest airshaft in the Silenced Cathedral. Move through the passageway at the bottom until you reach a small pit on the right-hand side with a climbable wall. Climb up the wall [1], break the glass at the top with the Force Projectile, and enter the passageway at the top. At the end of the passageway is a gate. Shift to the Spectral Realm and pass through it. At the far side of the next room, find the portal plane and shift to the Material Realm. Grab the bone-like stick on the wall behind the portal plane and move back to the gate through which you entered the room. Climb up the wall to the side of the gate to reach a ledge above. Now look around and throw the bone into the alcove to the left (next to the first pillar). Shift to Spectral and jump and glide to the

top of the first pillar. Use the portal plane to shift to Material, jump to the alcove on the left and retrieve the bone stick. Jump back to the first pillar and turn to the left. Jump and glide to the next two pillars, crouch and set down the bone stick. Use the Force Projectile to break the stained glass window, then pick up the bone stick and throw it into the passageway beyond the third pillar. Shift to Spectral, then jump into this passageway and use the portal plane to shift to Material. Pick up the bone and continue down this passageway to a room with a bell [2]. Hit the bell with the bone stick to receive the Sound Glyph.



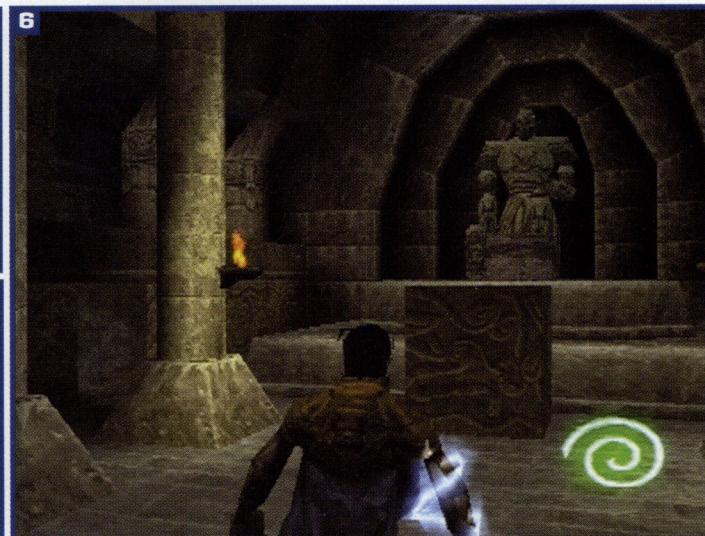


THE STONE GLYPH

Beat Zephon to get the Wall Climbing ability and you can go after the Stone Glyph. After entering the Melchiah clan building again, go down the spiral staircase, and past the warp gate room [1] to the first outdoor area. Jump into the water and take the underwater passageway to the left. At the end, use the ledges to climb out of the water then shift to the Material Realm. Climb the wall behind the portal plane to the ledge above. Follow the passageway to an outdoor area [2] and move towards a giant skull [3], which is the remains of Nupraptor's Retreat. Jump through the left eye of the skull and follow the passageway to a climbable wall. Climb the wall to the ledge above and then climb the wall on the right. At the top is a thin wooden platform in the air. Jump on to it and then to the ledge on the left [3]. Turn Raziel away from the wall and shift to the Spectral Realm. A second thin wooden platform will lower to a reachable height — jump on to it. Walk along this to the ledge above, then turn to the left to the third thin wooden platform. Jump on to this and follow it until it ends, then jump down to a ledge with a portal plane. Shift to the Material Realm and jump back on to the wooden platform above [4]. Directly above the end of this platform is a fourth one — jump and climb on to it. Move across this platform to a set

of steps and climb them to a thin stone platform. Follow the stone platform and jump to the next ledge. Turn to the right and jump up to the ledge above. At the top of the ledge move to the doorway and enter the passageway beyond. This leads to an outdoor area, which is actually the jaw of the fallen skull shown in [3]. At the edge of the jaw turn to the left and look for a lower ledge off to the left. Jump and glide to this ledge and follow it along the side of the mountain until you reach a cave. Go into the cave and when you pass two large fire pits, jump to

the ledge on the right-hand wall and push the block down off it [5]. Move the block into the next room. This is the Stone Glyph room. Here you must complete the mural on the walls by pushing blocks into the correct holes. There are six blocks with pictures on them and a few extras. Most of them are in the next room that can be reached from the passageways along the left and right walls [6]. Use extra blocks to get the picture blocks off the raised platform in the adjoining room. Once the mural is complete, you will receive the Stone Glyph.

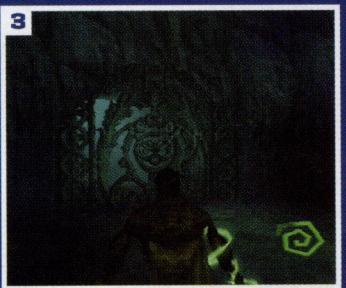


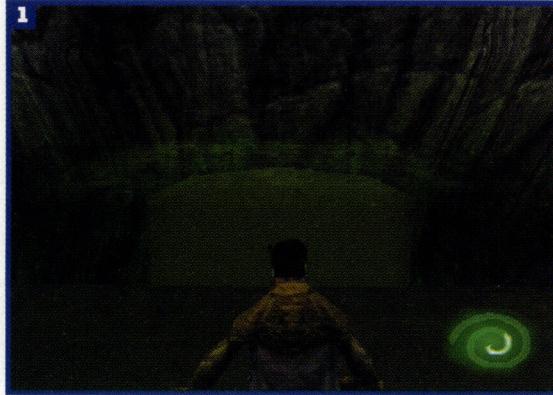
THE FORCE GLYPH

After defeating your first boss, Melchiah, you pick up the ability to pass through barriers. Now you can go after the Force Glyph [1]. Enter the Melchiah clan building by the cemetery, go down the spiral staircase, and past the warp gate room to the first outdoor

area [2]. Jump into the water and take the underwater passageway to the right. At the end of the passageway, it opens up into a lake-like area. Follow the left wall to a gate [3] and pass through it in the Spectral Realm. Move up the passageway, past the gate to a

portal plane, and shift to the Material Realm. Duck forward into the circular room with three pillars, stand behind the pillars and topple each one into the centre of the room [4] to make a symbol on the floor. You'll then receive the Force Glyph.

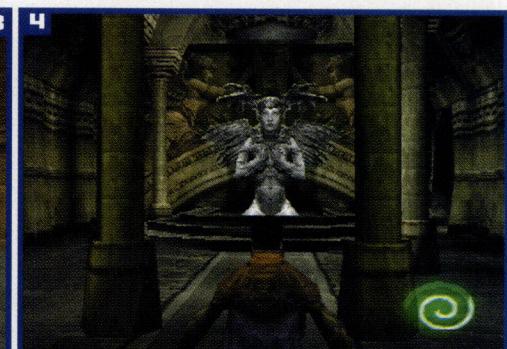




THE WATER GLYPH

Beating Rahab gets you the ability to swim like Flipper. You're now ready to go after the Water Glyph. Return to the cliffs where the

Vortex lies. Move across the bridge, then jump and glide to the platform across the Vortex and turn to the left. Jump to the passageway on the left and follow it along, then jump into the water at the end [1]. Swim through this underwater passageway until it opens up into a larger area, then swim to the surface. Get out of the water and look for a small wooden door in the rock wall. Enter the door and go up the stairs. At the top, pull the two blocks out of the wall and stack them on top of each other to get to the ledge at the top of the left wall. This leads to an opening on the right [2]. Jump and glide over the water to the opening directly opposite. You are now in the Human City. Turn to the right and follow the hallway to a doorway. Go through this, turn to the left and go down the ramp. At the bottom of the ramp turn to the left again, follow the hallway to a staircase and go up it. Follow this hallway to a circular room and go through the double set of doors [3] on the left. You are now in the central part of the Human City. Move forward and jump into the water. Swim to the gate underwater, shift to the Spectral Realm, and pass through the gate. Use the portal plane to shift back to the Material Realm and swim up the pipe. At the top, the pipe opens up into a circular room — find the hole in the wall and swim into it. Swim through this pipe until it opens into a small room. Turn to the left and swim through this pipe to a square room. Swim to the surface and jump out of the water to the right. Move up the stairs to the room with a statue [4] — this is where the Water Glyph will appear after you complete the puzzle. Go through the doorway to the right of the statue and up two sets of stairs. In the room at the top, jump across the water [5] and go and get the stone block out of the wall. Push the block into the water, and move it to the right into the lower room with a hole in the centre of the floor. Push the block into this hole and the room will fill with water [6]. Now return to the room with the statue to receive the Water Glyph.



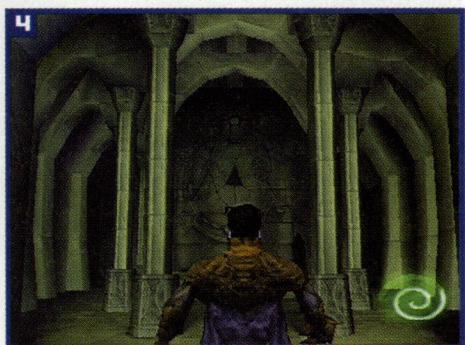


THE SUNLIGHT GLYPH

The Sunlight Glyph's next on the list. Return to the front gate of the Silenced Cathedral. Jump into the moat and swim to the right to an underwater gate. Shift to the Spectral Realm and pass through the gate. Move along the passageway to a circular room with a plane portal and shift to the Material Realm. Swim up to the passageway above and go in. You are now in an outdoor area. Along the right wall is a passageway to a warp gate. Swim to the surface in the main area and find a ledge to jump out of the water. Move to the right and jump up to the ledge to the right to get on the base of the lighthouse. Move to the right and jump on to the ledge to the right. Now jump and glide to the ledge to the right with the Ronin on it. Turn to the right and jump and glide to the next ledge to the right. Stand at the right part of this ledge and jump to the ledge above. Move to the left side of this ledge and jump to the next ledge above. Enter the cave on this ledge and follow it until you're outside again. Turn to the left, then jump and glide to the top of the lighthouse. Left of the lighthouse is a cave, enter it and follow the passageway to a door. Go through the door and a puppet show will show you a path downwards. Go down the path. In the first alcove on the left there's a door. Enter the door and go along the passageway to a large room with a crank on the right wall [1]. Climb up the structure in the centre of the room and push the block off the top. Move the block near the crank on the wall. If you turn the crank, the turnstile will spin around, flames will appear on the walls, and the turnstile will wind back in the opposite direction. Your aim is to position the block next to the turnstile, turn the crank, and push the block so it stops the turnstile from spinning backwards. This will keep the flames on the wall lit. Go back to the downward path. Follow it and enter the

passageway on the left at the bottom. At the end of this passageway is a room with pillars where you will collect the Sunlight Glyph later. Go back to the path and face the water. Jump across the circular platforms to reach the base of the lighthouse and enter the doorway. Follow this passageway to a circular room with a catwalk that follows the walls to the bottom of the room. Jump down to the bottom and move into the open passageway. It opens up into a set of large rooms. Turn to the left and go through the triangular archway into the next room. Now shift to the Spectral Realm, continue through the next two rooms to a plane portal and shift back to the Material Realm. Go through the door past the portal plane and follow the passageway to a double set of doors. Go through them into the next room. Move to the left and jump into a pit with four blocks and two pipes sticking out from the walls [2]. All four blocks have holes in them. Arrange them so they make a conduit between the two pipes. Then jump out of the pit and follow the pipe that doesn't connect to the bellows through to a wheel switch on the wall. Activate the switch to turn on the water and the waterwheel will begin to turn, activating the bellows by the double set of doors [3]. Use the steam to the right of the waterwheel to glide upwards to the bellows behind it. Walk up the bellows and, when they are in their highest position, jump to the catwalk. Move along the catwalks to the left until you reach the top of the room, then enter the doorway. Follow this passageway to a large room with pistons moving up and down. Travel to the far side of the room and

jump down through one of the holes in the floor. Now travel back to the round room, up the catwalks along the walls and go outside to the base of the lighthouse [4]. Now return to the room with the pillars across the water to collect the Sunlight Glyph.



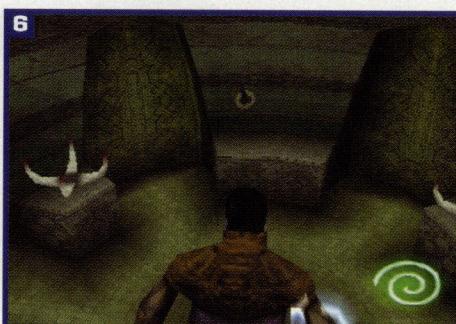
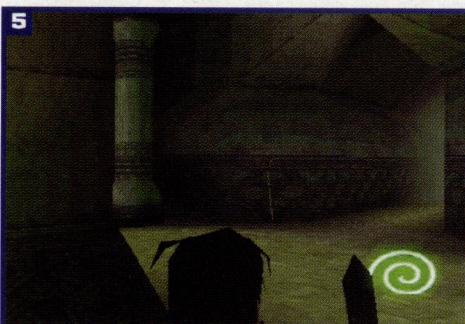


THE FIRE GLYPH

Dive beneath the waves again and you can head off for the Fire Glyph. Return to the cliffs where the Vortex lies [1], turn left and head into Raziel's clan area. Go through the door at the end of the first passageway and into the first clan area with the staircase [2]. Go past the gate and into the next clan area with a staircase. Go through the door on the left at the top of the staircase [3] until you reach some water on the left. Jump in and swim through the passageway at the top of the wall in the next room [4]. Follow the passageway to a circular room, grab an unlit torch from the wall and swim to the surface. Jump out of the water and find the open passageway that is not blocked by a gate or a

door. Go through this and at the end go through the door [5]. At the ledge, go into Look Around Mode and throw the unlit torch into the passageway at the far side of the room to pick up later. Return to the room with the water and go through the passageway with the door. At the end of this passageway is a room with a set of double doors on the left and a crank on the right. Turn the crank to open the timed set of doors, then immediately shift to Spectral Realm to stop the doors from closing. Go through the doors and use the portal plane to shift back to Material Realm. At the end of this passageway jump down into the room with a

gate and a crank on the wall [6]. Turn the crank to open the door and go through where the gate was, back into the room with the water. Return to the room where you threw the unlit torch and shift to Spectral Realm to make the pillars morph and create steps. Jump from pillar to pillar until you reach the passageway where you threw the unlit torch. Use the portal plane to shift to Material Realm, pick up the torch and light it in the bonfire. Take the lit torch to the room where you turned the crank. In the room behind this one is a statue with four arms [7], holding a basket. Light the basket with the torch. You will then receive the Fire Glyph.



THE FIRE REAVER

To access the Fire Reaver return to the cliffs where the Vortex lies, turn left and head into Raziel's clan area. Go through the door at the end of the first passageway and into the first clan area with a staircase [1] and then into the next clan area with a staircase. Go through the door on the left at the top of the staircase. Follow the passageway to the water on the left. Jump into it and swim forward

into the first main room [2]. Take the passageway on the right to a large room. Follow the passageway that leads out of this room to a large circular room. There is also only one passageway out of this room. At the end of this, go through a small window frame and go along the left wall to an alcove with a spiral staircase. Swim down the staircase and go to a stained glass window on the

right wall [3]. Break this window with the Force Projectile and enter the passageway. Swim up and out of the water into a hallway with a large fire at the end. Pass the Soul Reaver over the flames [4] to transform it into the Fire Reaver. If it goes out when you traverse water or shift to Spectral Realm, just run the Soul Reaver over any open flame to return it to a fire blade.





DEFEAT THE BOSSSES

Melchiah Boss Fight

Defeating Melchiah involves impaling him with two side gates and then smashing him with the masher. First, go to one of the two side gates. Jump up and through one of the windows above the gate to enter a side room. Move to the switch in the side room and activate it — holding it raises the gate. Wait until Melchiah moves partially through the doorway and release the switch, causing the gate to drop and impale him. Now move to the other side room and repeat the process. Lure him into the centre of the room, within the circular cage. Move to the throne area and then pull the floor switch to activate the masher. Raziel will receive the Pass Through Barriers ability, so can now pass through — which is pretty handy.

Hain: The First Encounter

This is an easy one. Kain appears at certain places around the arena and powers-up the Soul Reaver to shoot at Raziel. When he appears, get to him very quickly and attack until he disappears. You must attack him three times to finish the fight. Kain will break the Soul Reaver over Raziel's head and disappear. At this point switch to the Spectral Realm and pick up the Soul Reaver. Ariel will appear and tell you to head to the Silenced Cathedral. You can always return to the Pillars for more info from Ariel any time you like and to stock up on Health and Glyph energy. To leave this room, open the main door by swinging the Soul Reaver at it.

Zephon

After entering Zephon's chamber and seeing the

puppet show, move close enough so that he tries to stab you with his legs. When a leg gets stuck in the ground, attack it. This will make Zephon lay an egg. Grab the egg and run to the entrance where a fallen hunter has a flame-thrower burning. Pass the egg over the fire. Run a little towards Zephon and go into Look Around Mode. Throw the burning egg at Zephon's head. Repeat until Zephon is destroyed (this takes three eggs). If you kill all his legs and you need more eggs, just slash his egg sack to release one. Shift back into Spectral Realm and pass into either of the two side passageways to find soul generators to replenish your health. After killing Zephon you will receive the Wall Climbing ability.

Morlock

Jump to the centre of the arena where the Morlock is waiting. Get close enough to auto-face and continuously slash and dodge the Morlock until he is in a 'waver' state. Now pick him up and throw him into the water surrounding the centre platform. Defeating the Morlock boss will give Raziel the Force Projectile ability.

Rahab

After entering the circular chamber in the Spectral Realm, jump up the pillar staircase to the highest pillar. Shift to the Material Realm and Rahab will appear, swimming in the water below Raziel. To defeat him, shoot out all eight circular windows along the walls of the room with the Force Projectile or Soul Reaver



Projectile. At this stage the boss does very little damage to you, but stay out of the water or Raziel will revert back to Spectral. Defeating Rahab will give Raziel the Swimming ability.

Dumah

Surprisingly, Dumah isn't too hard at all to knock off. All you have to do is lead the big fella to the furnace and then blast him with it. Once he's defeated, you will then receive the Constrict ability. Easy work.

Hain: The Final Encounter

Kain will appear on all three tiers of this large circular room. He will start on the lower tier. Hit him once with the Soul Reaver and he will move up to the next tier. Move to the next tier and hit him again with the Soul Reaver. Kain will move to the top tier; hit him again with the Soul Reaver and follow him into the Star Portal to end the game.



any questions?

Metal Gear Solid got you perplexed? Finding *Sled Storm* tricky? *PSM* is here to help. Lost souls should drop guru Richie Young a line at Any Questions? *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028 or email playstation@acp.com.au. Sorry, we can't give cheats by phone.



DEATHTRAP DUNGEON

Q: I lost my level select cheat code for *Deathtrap Dungeon*. Can you please tell me what it is? **Ta.**
Rochelle Richards, Tas.

A: No problemo! Press **L1, R1, ▲, △, ■, ●, R1** and **L1** at the main menu. All levels will now be available for selection at the 'Load Game' screen.

SLED STORM

Q: I recently bought *Sled Storm* and I've noticed in screen-shots and on some of the sequences that the riders can do some pretty gnarly tricks. Can you tell me the trick list that the riders are capable of?

Drew Rogers, NSW

A: Sure can, mate. For the ultimate in snow-sliding flamboyance, try out these snow-melting combos!

Sled Storm: death-defying, tummy-churning, high-speed racing fun for all the family.



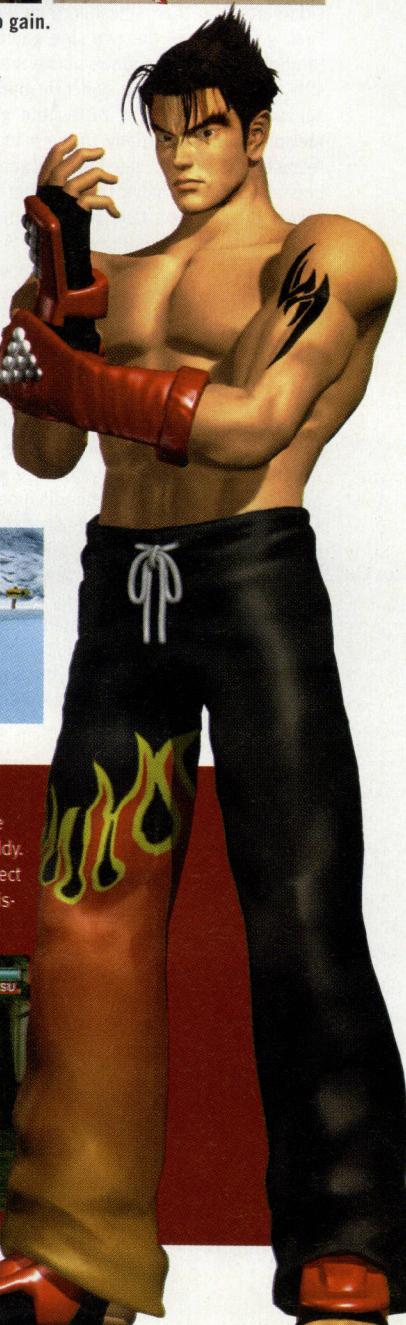
WWF Warzone – no pain, no gain.

meter is on red and both of you are standing up.

COOL BOARDERS 3

Q: I want cheats for *Cool Boarders 3*! Gimme 'em now! Please?
Mr Chill, Tas

A: If you're as cool as your name implies, then I won't argue with you... Shred away!



TEKKEN 3

Q: Who is the very last *Tekken 3* character? I've heard there is a character called Tiger, but I'm not convinced. I've finished the game and am yet to lay eyes on him. By the way

Richie, my sister reckons you're a bloody legend!
Rodney Gray, NT

A: Okay Rod, you can lay those rumours to rest – Tiger is the last character. He's a bit

of a funky dude with a bitchin' 'fro. To check him out, you need to complete the game with all 17 characters, including Eddy. Then highlight Eddy on the character select screen and press **Select**. And tell your sister that I'm flattered... I am – really!





Source all the hidden goodies in the world of Solid Snake in *Metal Gear Solid*.

All tracks: Enter your name as WONTALL in Tournament Mode.

All Boarders: Enter your name as OPEN EM in Tournament Mode.

Big Head Mode: Enter your name as BIGHEADS in Tournament Mode.

METAL GEAR SOLID

Q: I am having trouble getting Solid Snake's suit? Please tell me the real way, once and for all! Ta.

Michelle C, SA

R: There's a whole load of hidden stuff in the world of Solid Snake and you've come to the right place! Try finishing the game on Easy after submitting to the torture test. Being a wimp means you get the Stealth suit, which gives you access to everything without being accosted. You could finish it without submitting to the torture test and pick up a Rambo-style bandana to get unlimited ammo.

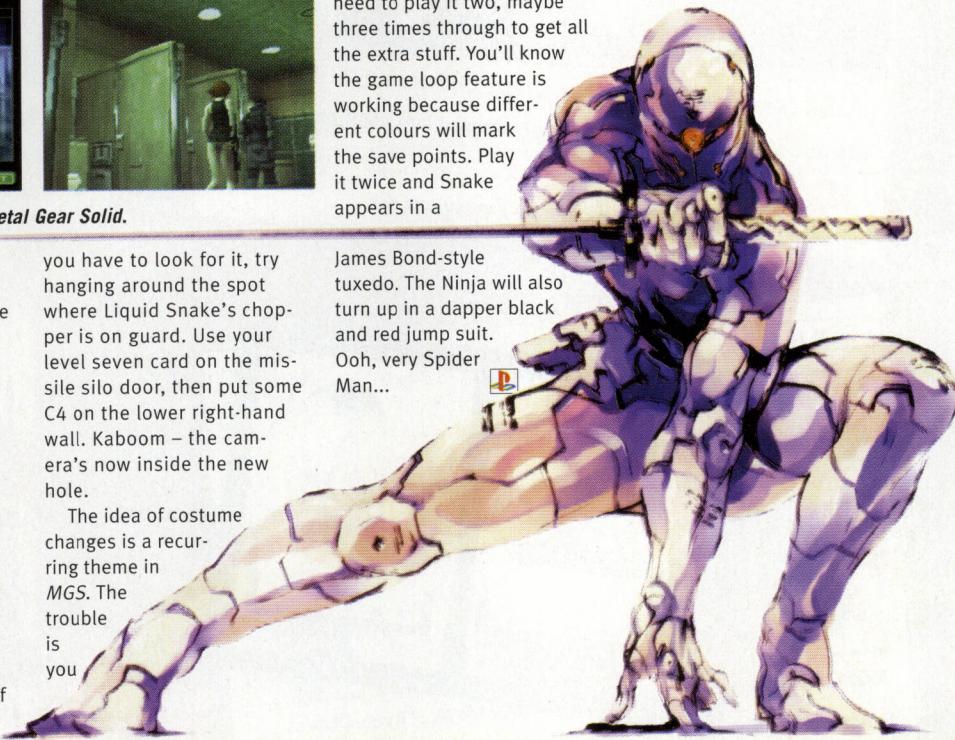
If you finish the game without Meryl you pick up the camera automatically. If

you have to look for it, try hanging around the spot where Liquid Snake's chopper is on guard. Use your level seven card on the missile silo door, then put some C4 on the lower right-hand wall. Kaboom – the camera's now inside the new hole.

The idea of costume changes is a recurring theme in *MGS*. The trouble is you

need to play it two, maybe three times through to get all the extra stuff. You'll know the game loop feature is working because different colours will mark the save points. Play it twice and Snake appears in a

James Bond-style tuxedo. The Ninja will also turn up in a dapper black and red jump suit. Ooh, very Spider Man...



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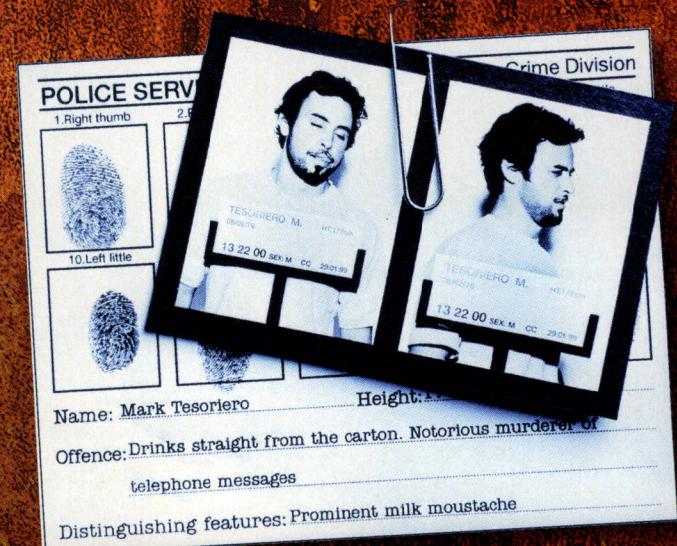
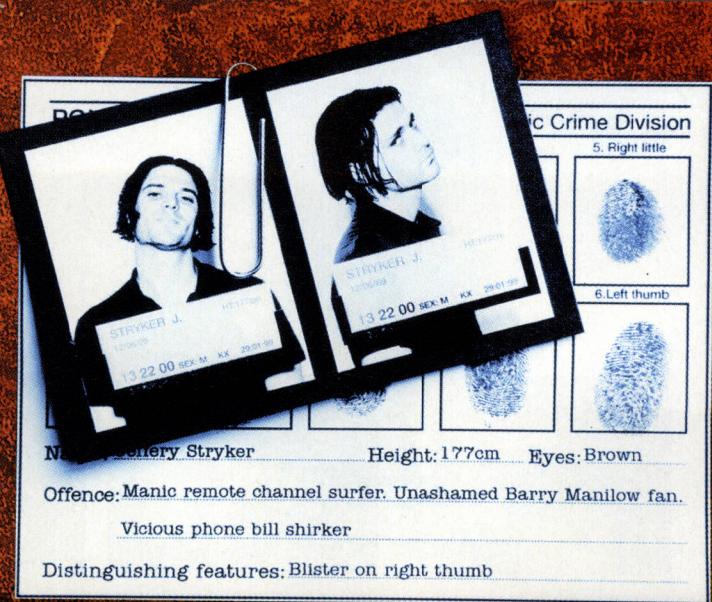
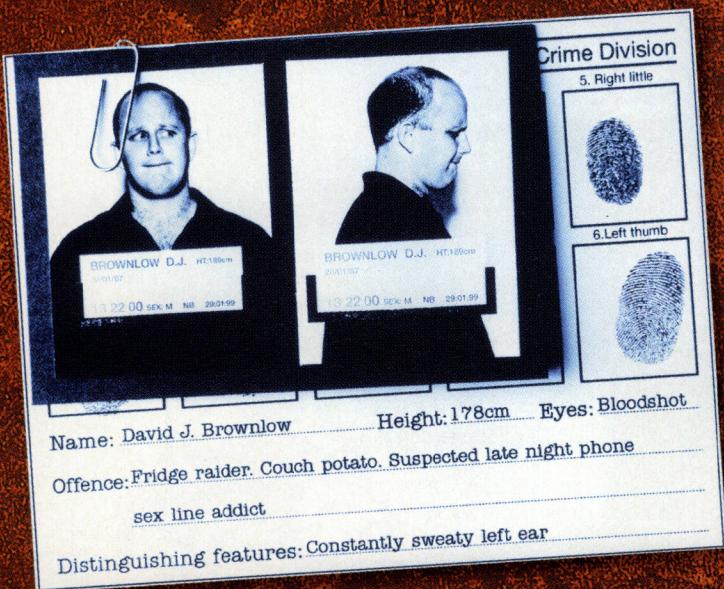
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		147 Street Fighter Alpha 3	147 Street Fighter Alpha 3	152 Wipeout in the Zone	368 Warzone 2100		
		148 Street Fighter Alpha 3	148 Street Fighter Alpha 3	153 Wipeout 2097			

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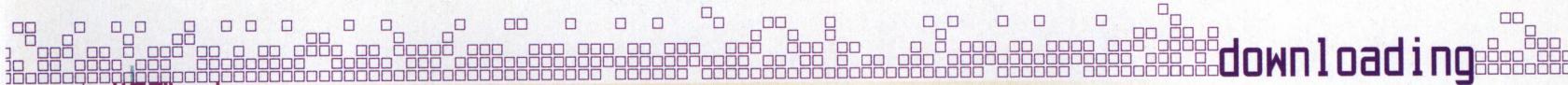


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When released at the end of this year, the PlayStation 2 will allow users not only the chance to play the most amazing games ever, but also the chance to watch the latest movies. But *PSM* readers don't have to wait to take part in the DVD revolution, thanks to Sony and Columbia Tri-Star.

This month we're giving readers the chance to win a Sony DVD player and 50 of the best films ever released. The prize is worth \$2,800!

The Sony DVPS525D is one of the finest DVD players on the market and will make your lounge room the envy of all your mates. Picture quality is ultra sharp, there's support for ear-bursting Dolby Pro-Logic surround sound, and there's a fantastic remote control with jog-dial technology so you can sit back and enjoy all the extra features and interactive elements packed onto DVD discs.

And you certainly won't be short of movies to play. If *8mm*, *Terminator 2*, *The Mummy*, *Ghostbusters* and *The Mask of Zorro* aren't enough, then you'll have another 45 to get through!

DVD is the new standard storage device for computers, music, games and movies. DVD discs can hold at least seven-times the data possible on CD-ROM, offering an incredible amount of information at your fingertips.

DVD looks like an ordinary compact disc, but that is where the similarities end. One single-sided, single-layered disc can hold 4.7Gb of information, compared to 680Mb for a standard CD-ROM. And a double-sided, double-layered DVD disc can hold a staggering 17Gb.

An average DVD disc might include a two-hour movie with crystal clear images and vibrant colours, several different spoken language soundtracks, subtitles in all major languages, six channels of surround sound and multi-aspect viewing ratios to suit different sized televisions. Many discs also have extra features like biographies and interviews with the filmmakers and stars, plus extra footage cut from the film.

For your chance to win, simply complete and cut out the coupon below and send it to *Official PlayStation Magazine* DVD Competition, GPO Box 5514, Sydney NSW 2001.



Please answer the following questions:

1. *Ghostbusters Collector's Edition* DVD was released to celebrate what anniversary of the film?
2. What was the headline for our article on the DVD giveaway in *PSM* 29? (See page 94-95)
3. The Sony DVPS525D can play DVD movies, as well as music CDs and video discs. True or False?
4. What's the name of the Nicolas Cage film reviewed on page 98 of this issue?
5. Name your favourite film ever:

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8. Permit numbers: NSW TC99/3971, SA 99/3721, ACT TP99/1677, NT99/3090.
9. All entries become the property of the Promoter. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future promotional, marketing and publicity purposes unless otherwise advised by the entrant. New Zealand entries will be destroyed at the completion of the competition.
10. The Promoter is ACP Publishing Pty Limited of 54-58 Park Street, Sydney, NSW 2000. A.C.N. 053 273 546.
11. Permit numbers: NSW TC99/3971, SA 99/3721, ACT TP99/1677, NT99/3090.

NAME: _____

ADDRESS: _____

SUBURB: _____

STATE: _____

POSTCODE: _____

AGE: _____

The Movies

8mm

A Few Good Men

American President, The

Apollo 13

As Good As It Gets

Babe

Backdraft

Bad Boys

Big Chill, The

Bram Stoker's Dracula

Cable Guy, The

Can't Hardly Wait

Casino

Cliffhanger

Craft, The

Cruel Intentions

Daylight

Devil's Own, The

Disturbing Behaviour

Fifth Element

Gattaca

Ghostbusters

Godzilla

Happy Gilmore

In the Line of Fire

Jerry McGuire

Jumanji

Legends of the Fall

Liar, Liar

Mary Shelley's Frankenstein

Mask of Zorro, The

Mercury Rising

Money Train

Mummy, The

My Best Friend's Wedding

Net, The

Nutty Professor, The

Opposite of Sex, The

People Vs Larry Flynt, The

Philadelphia

Replacement Killers, The

Screamers

Sea of Love

Shakespeare in Love

Sleepless in Seattle

Street Fighter, The Movie

Terminator 2

Total Recall

Twister

Waterworld



the
future
of
entertainment

TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and GfK.



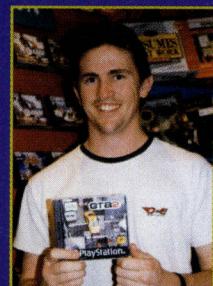
Tony Hawk's Skateboarding has shot straight to the top of the charts this month, reflecting the quality of the game. The Platinum range and Twin packs are still proving to be true value for money, with many titles claiming their spot in the top 40.



Pos	LM	Name	Developer	Distributor
1	NE	Tony Hawk's Skateboarding	Neversoft	Activision
2	1	Gran Turismo Platinum	Polyphony	Sony
3	6	Tekken 3 Platinum	Namco	Sony
4	8	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
5	2	Speed Freaks	Funcom	Sony
6	5	Driver	Reflections	GT
7	19	Racing Twin Pack	Visual Sciences/Attention to Detail	Sony
8	15	MediEvil Platinum	Sony	Sony
9	NE	Tarzan	Disney Interactive	Sony
10	10	Point Blank 2/G-Con 45 bundle	Namco	Sony
11	4	Syphon Filter	989 Studios	Sony
12	12	Croc	Fox	EA
13	9	Need for Speed IV: High Stakes	EA	EA
14	11	Colin McRae Rally Platinum	Codemasters	Ozisoft
15	20	Extreme Twin Pack	Sony	Sony
16	NE	Star Wars: The Phantom Menace	LucasArts	Metro
17	22	Driving Twin Pack	Single Trac/989 Sports	Sony
18	NE	Final Fantasy VIII	Square	Sony
19	13	Crash Bandicoot Platinum	Naughty Dog	Sony
20	7	Croc 2	Fox	EA
21	3	WWF Attitude	Acclaim	Acclaim
22	NE	Golf Twin Pack	Camelot/Psygnosis	Sony
23	39	Puzzle Twin Pack	Distinctive Developments/Game Design	Sony
24	14	AFL 99	EA Sports	EA
25	23	Mickey's Wild Adventure Platinum	Disney	Sony
26	16	Final Fantasy VII Platinum	Square	Sony
27	NE	Resident Evil 2 Platinum	Capcom	Ozisoft
28	36	Small Soldiers	Dreamworks	EA
29	24	Need for Speed 3: Hot Pursuit	EA	EA
30	27	Crash Bandicoot 3: Warped	Naughty Dog	Sony
31	37	Time Crisis Platinum	Namco	Sony
32	18	Point Blank 2	Namco	Sony
33	NE	X-Files	Hyperbole	Fox/Sony
34	28	Ape Escape	Sony	Sony
35	17	Legacy of Kain: Soul Reaver	Crystal Dynamics	Ozisoft
36	RE	A Bug's Life	Disney	Sony
37	NE	Dance Twin Pack	Enix/Sony	Sony
38	31	Spyro the Dragon	Insomniac	Sony
39	34	Die Hard Trilogy	Fox	EA
40	40	FIFA 99	EA Sports	EA

TALKING SHOP

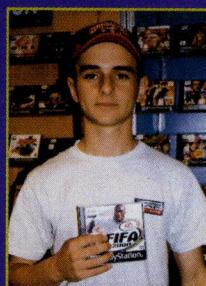
Enough of our yakking, you want to know what PlayStation fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Nathan
Occupation: Administration Assistant
Bought: *GTA 2*

And why...

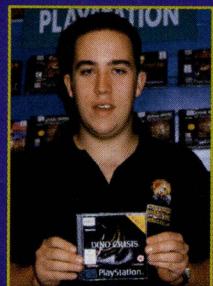
"I like the free-roaming of the first one, and hopefully this one will be even better than that."



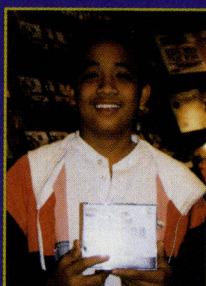
Name: Robert
Occupation: Food Service
Bought: *FIFA 2000*

And why...

"Apparently it's one of the best soccer games around, so why else?!"



Name: Andrew
Occupation: Retail Assistant
Bought: *Dino Crisis*



Name: Rafael
Occupation: Student
Bought: *Final Fantasy VIII*

And why...

"If it's anything like the *Resident Evil* games, it's going to be awesome!"



Official PlayStation Magazine
RECOMMENDED

Final Fantasy VIII GTA 2



With four entire discs to venture through, *Final Fantasy VIII* provides brilliant gameplay and longevity for even the most hard-to-please gamers. This ground-breaking gem will withstand the test of time and become a true classic for all PlayStation owners to brag about. **10**

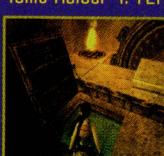
Remember these words - crime does pay! Well, it does in *GTA 2* anyway. Anyone who has bordered on crossing the wrong side of the law will appreciate the humour of defying the legal system in *GTA 2*. This is your chance to break loose and *PSM* says go for it! **9**

Music 2000



The long-awaited second version to *Music* has finally arrived. Budding musicians everywhere will be impressed with the quality and huge amount of options that are included in *Music 2000*. With all of these options and effects, you may become a rock star yet. **10**

Tomb Raider 4: TLR



Lara Croft is certainly an institution in the PlayStation world. All the *Tomb Raider* games are brilliant fun and *The Last Revelation* is the best in the series. You'll be guiding Ms Croft through huge and detailed tombs in Egypt battling foes and solving puzzles. **10**

Australia's No.1 retailer for Sony PlayStation games

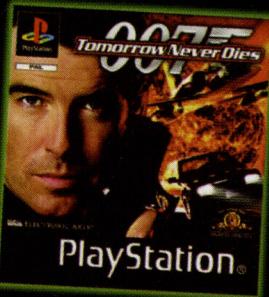
Kmart

**007
Tomorrow Never Dies**



Don't
miss out
shoot
into kmart now.

007
Tomorrow
Never Dies
78.95



Tomb Raider
The Last
Revelation
88.95



Quake II
88.95



Rainbow 6
88.95



G Con Gun
58.95



Grand Theft
Auto 2
88.95



Sony Memory Cards
19.95 each

KM6869

grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



how many have you played?

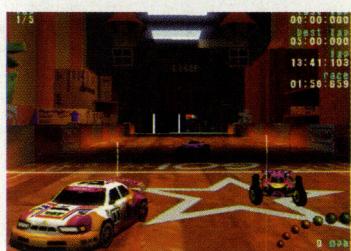
Title	Style	Price	Icons	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95	1 2 3	An excellent adventure incorporating great puzzles and massive levels	8
A Bug's Life	3D platformer	\$69.95 NZ\$79.95	1 2 3	Slow-paced, colourful platformer that young kids will love	7
AFL 99	Aussie Rules	\$89.95 NZ\$99.95	1 2 3 4	The quintessential Australian game finally on PlayStation, and it's great fun	7
Alundra	RPG	\$79.95 NZ\$89.95	1	Zelda for the PlayStation – compulsively addictive	8
Ape Escape	3D platformer	\$69.95 NZ\$79.95	1 2 3	The monkeys will drive you bananas in this challenging platformer	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95	1 2 3 4	Cute, fun, tennis action – multiplayer mode is a winner	8
Apocalypse	Shoot 'em up adventure	\$89.95 NZ\$99.95	1	Bruce Willis in gun-toting, frenetic, 3D scrolling adventure	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95	2	A fine, quick, responsive fighting machine to unleash the animal in you	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95	2	If <i>Saturday Night Fever</i> were a game, then this would be it	8
Bust-A-Move 4	Puzzle	\$89.95 NZ\$99.95	2	Simple yet infuriatingly addictive puzzle game	8
Carmageddon	Killer driving game	\$89.95 NZ\$109.95	1 2	Offers a great two-player mode and a boot load of cars and tracks to run riot on	7
Chocobo Racing	Kartoony racer	\$69.95 NZ\$79.95	2	A finger lickin' good kart racer. Great fun against a buddy	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95	1	If you want to learn or play chess, look no further than this	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95	1 2	A compulsory purchase for all racing fans	9
Colony Wars: Vengeance	Space combat	\$59.95 NZ\$99.95	1	Challenging and compelling space combat	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95	1	Military strategy on a very small scale	8
Cool Boarders 3	Snowboard racer	\$69.95 NZ\$79.95	2	Excellent downhill snowboard racing and trickery	8
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95	1	The best value-for-money platformer on the market	9
Crash Bandicoot 3	Platformer	\$69.95 NZ\$79.95	1 2	Loads of variety and brilliant fun for fans of the bushy browed marsupial	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95	1 2 4	Fantastic party game that stars the world's favourite bandicoot	9
Croc 2	3D platformer	\$79.95 NZ\$99.95	2	Reptilian fun complete with gobos, special challenges and even boat racing	8
Dead or Alive	Beat 'em up	\$69.95 NZ\$79.95	2	Another interesting slant on the fighting game	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95	1	Great value crash-and-smash racing	8
Devil Dice	Puzzle	\$59.95 NZ\$59.95	5	Eccentric puzzler which intrigues and frustrates	8
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95	1	Three good games for the price of one	8
Dino Crisis	Action-adventure	\$89.95 NZ\$99.95	1	Nasty Jurassic adventure for your PlayStation – suitably gory	9





Title	Style	Price	Icons	Description	Score	
<i>Driver</i>	Car chaser	\$89.95 NZ\$99.95	(N)	(S) (G) (1)	A new concept in driving games, gorgeous to look at, satisfying to play	9
<i>Duke Nukem: Time To Kill</i>	Shoot 'em up adventure	\$69.95 NZ\$59.95		(S) (G) (2)	Humorous but violent 3D blaster	8
<i>Everybody's Golf</i>	Arcade golf	\$69.95 NZ\$69.95		(S) (4)	One of the best sports games you can buy	8
<i>Evil Zone</i>	Beat 'em up	\$89.95 NZ\$109.95		(S) (2)	Girl power hits the fighting circuit	8
<i>FIFA 99</i>	Soccer sim	\$79.95 NZ\$79.95	(S) (G) (8)	(G) (8)	Stunning visuals and lots of fun to play	9
<i>Final Fantasy VIII</i>	Role-playing game	\$89.95 NZ\$99.95	(N)	(S) (G) (1)	A role-playing masterpiece and one of the most mesmerising games ever	10
<i>Final Fantasy VII</i>	Role-playing game	\$39.95 NZ\$39.95		(S) (1)	An epic role-playing adventure that everyone can enjoy	10
<i>Formula 1 '99</i>	Motor racing sim	\$79.95 NZ\$99.95	(N) (A)	(S) (G) (2)	This is a comprehensive F1 game with superb handling and visuals	8
<i>Gex: Deep Cover Gecko</i>	Platformer	\$89.95 NZ\$119.95	(N)	(S) (1)	Great-looking platformer with a sense of humour	7
<i>G-Police: Weapons Of Justice</i>	Flight-sim/ shooter	\$69.95 NZ\$69.95	(N)	(S) (G) (1)	Great dogfighting and flying gameplay – an excellent sequel to the original	8
<i>Grand Theft Auto 2</i>	Criminal action-adventure	\$89.95 NZ\$119.95	(N)	(S) (1)	Controversial and addictive, GTA 2 will have you in a virtual underworld of crime.	9
<i>Gran Turismo</i>	Sports car racing	\$39.95 NZ\$39.95	(A)	(S) (G) (2)	The best racing game ever made	10
<i>International Track & Field</i>	Athletics sim	\$29.95 NZ\$49.95	(S) (G) (4)	(G) (4)	Finger-bashing multiplayer sports frenzy	7
<i>ISS Pro '98</i>	Soccer sim	\$79.95 NZ\$109.95		(S) (G) (2)	The best soccer sim on the planet	9
<i>Jonah Lomu Rugby</i>	Rugby sim	\$89.95 NZ\$109.95		(S) (2)	The best (and only) rugby sim out there	8
<i>Kensei</i>	Beat 'em up	\$89.95 NZ\$119.95	(N)	(S) (G) (2)	Not flash-looking, but packs a punch	9
<i>KKND: Krossfire</i>	Strategic warfare	\$89.95 NZ\$109.95		(S) (2)	Fantastic Australian-made warfare strategy game	9
<i>Knockout Kings</i>	Boxing sim	\$79.95 NZ\$99.95		(S) (2)	The top boxing sim at the moment	5
<i>Kurushi Final</i>	Puzzle	\$69.95 NZ\$69.95	(N)	(S) (2)	An enthralling mental workout for PlayStation owners	7
<i>Legacy Of Kain: Soul Reaver</i>	3D adventure	\$89.95 NZ\$109.95		(S) (1)	<i>Tomb Raider</i> with vampires	9
<i>Madden NFL 2000</i>	American football sim	\$89.95 NZ\$99.95	(N)	(S) (G) (8)	American football for the PlayStation. Eight player action is great fun.	8
<i>MediEvil</i>	Arcade adventure	\$39.95 NZ\$39.95		(S) (G) (1)	Fun and very playable adventure romp	7
<i>Metal Gear Solid</i>	Sneak 'em up adventure	\$89.95 NZ\$119.95	(N)	(S) (G) (1)	Simply the best game ever made	10
<i>Metal Gear Solid: Special Missions</i>	MGS training missions	\$49.95 NZ\$69.95	(N)	(S) (G) (1)	<i>Metal Gear</i> devotees will love it, but it doesn't have the magic of the real game	7
<i>Micro Machines V3</i>	Dinky racer	\$49.95 NZ\$59.95	(S) (G) (4)	(G) (4)	Cute and addictive mini racing action	9
<i>Mortal Kombat 3</i>	Beat 'em up	\$89.95 NZ\$39.95		(S) (2)	A fun, old-style, gory beat 'em up	8
<i>Motorhead</i>	Racing game	\$49.95 NZ\$69.95	(A)	(S) (G) (2)	Underrated futuristic arcade racing game	9
<i>MTV Sports: Snowboarding</i>	Snowboarding sim	\$89.95 NZ\$119.95	(N)	(S) (G) (2)	A fine, more trick-orientated rival to the <i>Cool Boarders</i> games	8
<i>Music 2000</i>	Music creation	\$79.95 NZ\$119.95		(S) (1)	With a better interface with more options, this is even better than its predecessor.	9
<i>NBA Live 99</i>	Basketball sim	\$89.95 NZ\$99.95	(S) (G) (8)	(G) (8)	The best basketball game on the PlayStation	9
<i>Need For Speed: High Stakes</i>	Racing game	\$79.95 NZ\$99.95	(N)	(S) (G) (2)	Race the cops on open roads in high-performance sports cars	8
<i>NHL 2000</i>	Ice hockey sim	\$89.95 NZ\$99.95	(N)	(S) (G) (8)	Fast and furious, this is the supreme ice hockey simulation	9





Title	Style	Price	Icons	Description	Score
<i>Oddworld: Abe's Exoddus</i>	Platform adventure	\$69.95 NZ\$69.95	2	More engaging and quirky platform adventuring	8
<i>Oddworld: Abe's Oddysee</i>	Platform adventure	\$49.95 NZ\$49.95	1	Full of bright ideas and originality	9
<i>Omega Boost</i>	3D shooter	\$59.95 NZ\$69.95	1	The best 3D shooter available on the PlayStation	8
<i>Pac-Man World</i>	Platformer	\$59.95 NZ\$69.95	1	Celebrate Pac-Man's 20th birthday with this silky-smooth platformer	8
<i>Player Manager 99</i>	Soccer management	\$79.95 NZ\$79.95	1	One of the best soccer management titles yet	8
<i>Point Blank 2</i>	Lightgun blaster	\$59.95 NZ\$69.95	8	Highly addictive puzzle game with a gun. A great sequel with the Doctors	7
<i>Quake II</i>	First-person shooter	\$89.95 NZ\$99.95	4	An extremely impressive conversion to the PlayStation. Don't miss this one!	10
<i>Rainbow Six</i>	Tactical combat	\$89.95 NZ\$119.95	1	Negotiate for some hostages and threaten the terrorists	8
<i>RC Stunt Copter</i>	Helicopter flight sim	\$89.95 NZ\$99.95	2	Tricky and fun radio-controlled helicopter mayhem	8
<i>Resident Evil</i>	Scary adventure	\$49.95 NZ\$69.95	1	Chilling and gory action with fiendish puzzles	9
<i>Resident Evil 2</i>	Scary adventure	\$49.95 NZ\$109.95	1	More horrific, zombie-filled, 3D adventuring	10
<i>Re-Volt</i>	Arcade racer	\$89.95 NZ\$99.95	2	Radio-controlled racing madness through urban-fantasy worlds	7
<i>Ridge Racer Type 4</i>	Arcade racer	\$79.95 NZ\$89.95	1	The finest arcade racing game that your money can buy	9
<i>Rival Schools</i>	Beat 'em up	\$89.95 NZ\$109.95	2	Perfectly balanced fighter – great two-player mode	9
<i>Rollcage</i>	Futuristic racer	\$89.95 NZ\$89.95	2	Fast and furious, it's <i>Wipeout</i> on wheels	9
<i>R-Type Delta</i>	Shoot 'em up	\$89.95 NZ\$109.95	2	Retro blasting to make you weep with happiness	8
<i>Shane Warne Cricket</i>	Cricket sim	\$89.95 NZ\$119.95	4	Joy as cricket comes to the PlayStation	9
<i>Shadow Man</i>	3D action adventure	\$89.95 NZ\$109.95	1	Big and challenging adventure worth a try	7
<i>Silent Hill</i>	Horror adventure	\$89.95 NZ\$119.95	1	Plenty of gory stuff packed into this disc – don't play this game alone	8
<i>Sled Storm</i>	Snowmobile racer	\$89.95 NZ\$99.95	4	A very playable game that has great jumps, shortcuts and crazy tricks	8





dual shock

link cable

mouse

steering wheel

gun

multitap

memory card

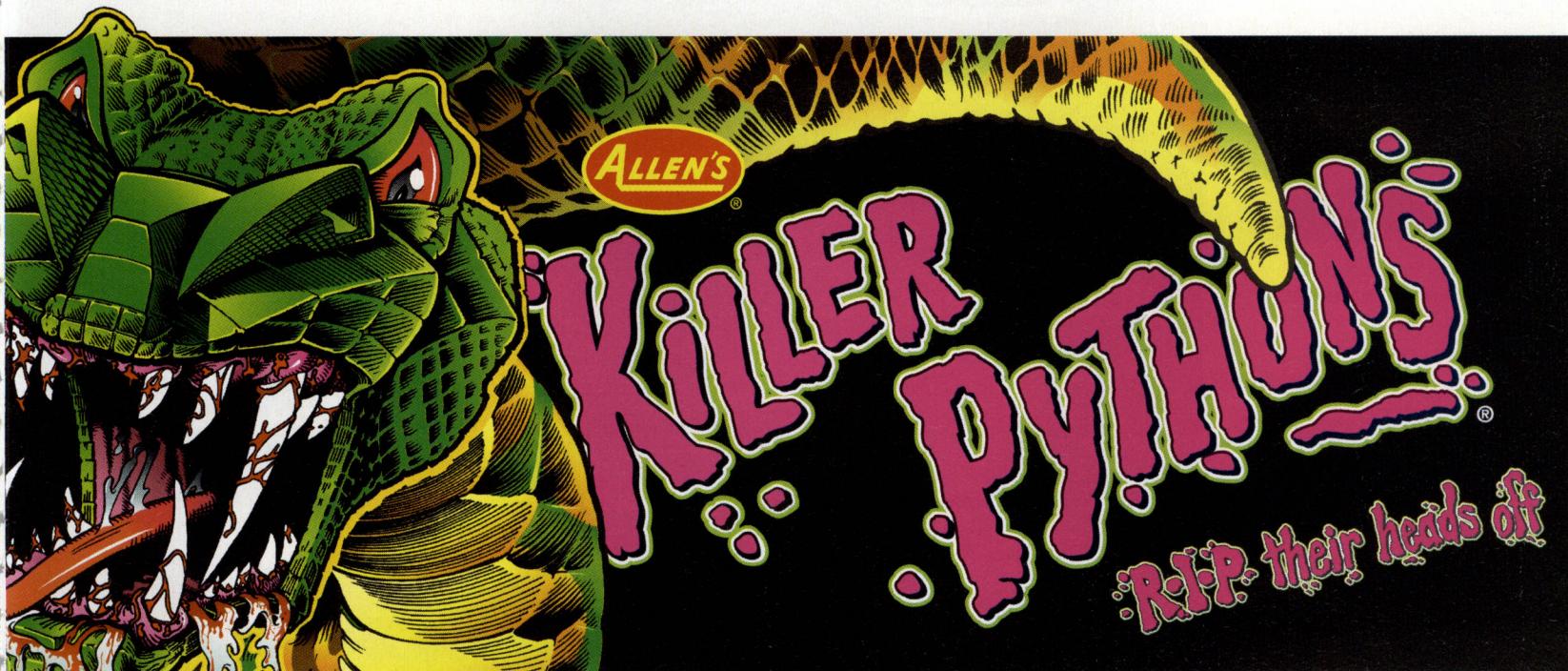
neg con

analog

no. of players



Title	Style	Price	Icons	Description	Score
Speed Freaks	Kart racing	\$69.95 NZ\$79.95	ⓘ ⓘ ⓘ ⓘ	Cheerful multiplayer racing game with colourful characters and tracks	8
Spyro 2: Gateway To Glimmer	3D adventure	\$69.95 NZ\$79.95	ⓘ	Cute 3D platformer with much charm and challenge	9
Star Wars: The Phantom Menace	3D adventure	\$79.95 NZ\$109.95	ⓘ	Accurate and compelling simulation of an amazing movie	9
Street Fighter Alpha 3	Beat 'em up	\$89.95 NZ\$119.95	ⓘ ⓘ	The best of the Street Fighter bunch	9
Super Puzzle Fighter 2	Puzzle	\$89.95 NZ\$119.95	ⓘ	Hilariously mad Japanese puzzle antics	6
Syphon Filter	3D adventure	\$69.95 NZ\$79.95	ⓘ	Multiple objectives keeps this espionage game interesting	8
Tarzan	Platformer	\$79.95 NZ\$79.95	ⓘ	Solid kids platformer with great graphics, strong characters and good variety	7
Tekken 3	Beat 'em up	\$39.95 NZ\$39.95	ⓘ ⓘ	The beat 'em up to beat all beat 'em ups	10
Time Crisis	Lightgun adventure	\$39.95 NZ\$39.95	ⓘ	The grooviest, bloodiest lightgun adventure	9
TOCA: Touring Car Championship	Motor racer	\$39.95 NZ\$79.95	ⓘ	Amazingly realistic and detailed racing car sim	9
Tomb Raider 3	3D adventure	\$89.95 NZ\$119.95	ⓘ	The perfect balance of action and exploration	9
Tony Hawk's Skateboarding	Skateboarding sim	\$89.95 NZ\$99.95	ⓘ ⓘ	Finally a skating game worthy to add to your collection	9
Twisted Metal 2	Crash 'em up	\$39.95 NZ\$69.95	ⓘ	Smash cars up across Europe for fun	9
Um Jammer Lammy	Musical party game	\$59.95 NZ\$69.95	ⓘ	The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes	8
V-Rally 2	Rally racer	\$89.95 NZ\$109.95	ⓘ ⓘ	Unprecedented quality in a rally game – isn't that reason enough?	10
Vigilante 8	Driving combat	\$89.95 NZ\$89.95	ⓘ ⓘ	Funky car chases and blasting action	9
Warzone 2100	Real-time strategy	\$89.95 NZ\$109.95	ⓘ	3D graphics and gameplay are unprecedented in this genre	9
Wild Arms	RPG	\$59.95 NZ\$59.95	ⓘ ⓘ	Slick and polished RPG for true fans	9
Wipeout 3	Futuristic racer	\$79.95 NZ\$89.95	ⓘ ⓘ	A great looking racer with an excellent, pumping soundtrack	10
WWF Attitude	Wrestling	\$89.95 NZ\$99.95	ⓘ ⓘ ⓘ	Slap on some oil, throw on some fancy clobber and may the wrestling begin...	8



on the cd



on the cd

on the cd



Step 1: Pop up the lid and place *PSM*'s disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



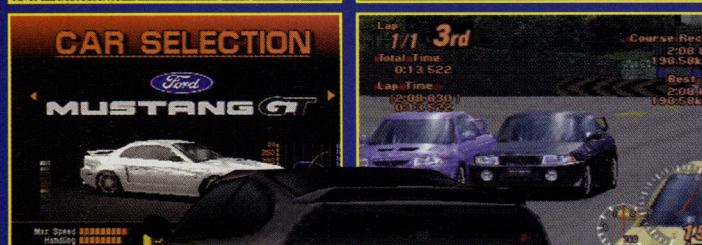
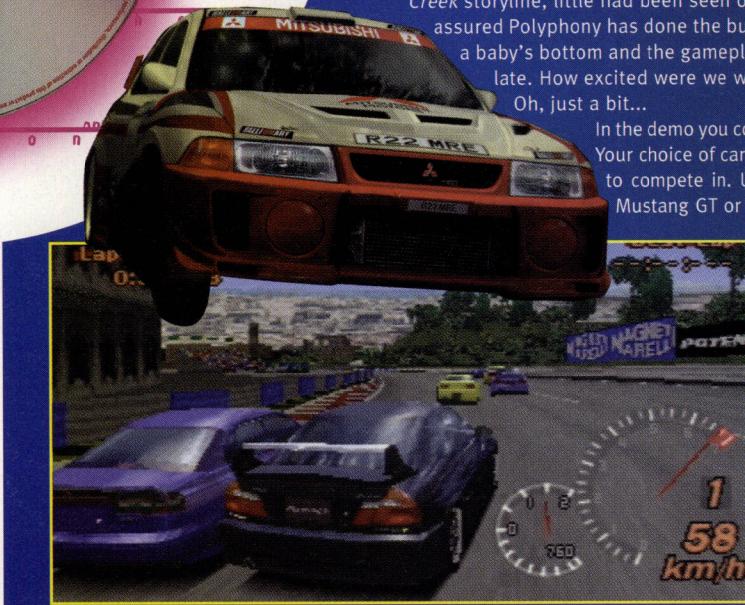
Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.



Publisher: **Sony**
Style: **Driving sim**
Program: **Playable demo**

Gran Turismo 2

The best driving game to grace a disc makes its long-awaited return to *PSM*. Surprisingly, despite being talked about more than a *Dawson's Creek* storyline, little had been seen of *GT2* until last month's issue. Rest assured Polyphony has done the business, the graphics smoother than a baby's bottom and the gameplay remaining as addictive as chocolate. How excited were we when this baby arrived in the office? Oh, just a bit...

In the demo you compete in a road race in Arcade Mode. Your choice of cars depends on which class you decide to compete in. Use the Fiat Coupe in Class-B or the Mustang GT or Mitsubishi Lancer in Class-A. Should you wish to change your car's colour to something more your style, do so by pressing ↑ or ↓ at the Car Select screen.

Controls

↔	Steer
Analogue	Steer (left stick)
•	Accelerate
▲	Hand-brake
■	Reverse
■	Brake
L1	Rear view
R1	Change view
L2	Shift down a gear (manual transmission only)
R2	Shift up a gear (manual transmission only)
Start	Pause

Additional features

All you can see in the demo will be available in the full game. Scroll through the various options in Gran Turismo Mode to see what's in store or sit back, leave it to its own devices and watch the Demo Mode.

Further information

Next month's issue sees a full review so don't forget to race (ho ho) to your newsagents for it.

Publisher: **Hasbro**
Style: **Retro compilation**
Program: **Video**

Atariland Compilation

Hasbro's combination video pulls together a string of retro gaming's finest. Titles include *The Next Tetris*, an addictive classic puzzler sure to keep you stuck in front of your telly. *Q-Bert*, an '80s arcade favourite based on the inspired but simple concept of colouring in blocks. *Missile Command*, a shoot 'em up no self-respecting gamer won't have played. And last but by no means least is *Glover*, a quest starring a magical glove that's destined for big things.

Further information

The Next Tetris is reviewed on page 77. More retro reviews to come in future issues.





Publisher: **Sony**
Style: **Kart racer**
Program: **Playable demo**

Crash Team Racing

The creators of the critically acclaimed and much-loved bounding Bandicoot have moved away from the linear in search of something a little more speedy. Having escaped from his platform world, Dr Neo Cortex is hatching a plan to take over the world and only the fastest racer will be able to stop him... Cue Crash and his auto-maniac friends.

Our demo offers not only one and two-player options but four-player as well. Pick up power-ups and weaponry to knock out your opponents along the way.

Controls

×	Accelerate
←/→	Steer
↓	Reverse
■	Brake
●	Launch weapon/power-up
▲	Toggle map/speedometer
L2	Toggle view
R2	Rear View
L1/R1	Hop
←/→	Powerslide

Additional features

The finished game is rammed full of features too numerous to mention, but they do include 20 varied tracks, an upgrade option for karts and a revolutionary four-stage speed up.

Further information

For a full review crash back to page 60 of *PSM* 28.



Publisher: **Electronic Arts**
Style: **Football sim**
Program: **Playable demo**

FIFA 2000

Consistently topping the Christmas PlayStation charts, EA looks set to manage it once again with *FIFA 2000*. In our exclusive demo, Motty guides you through the match play in EA's rematch of the century - the 1999 European Cup final. You get to play as the mighty Manchester United as they take on Bayern Munich. You get to play the first half in our demo - to restage that tumultuous second half, you'll be requiring a trip to your local game store.

Controls

▲	Sprint
●	Shoot/tackle
×	Pass/switch player
■	Lob/sliding tackle
R1	Shield player

Additional features

The full game features a choice of over 450 teams, including 40 all-time classic teams. You can also play a Premiership-like season that includes all the major cup competitions - FA Cup, League Cup and European Cups.



Publisher: **Activision**
Style: **Basketball sim**
Program: **Playable demo**

NBA 2000

With giants like EA and Acclaim already producing basketball games, Activision, along with Fox Sports, have been drooling over a new kind of dribbling. The whole televised match experience has been recreated, even down to the squeaking sneakers. In our demo you can play as either the San Antonio Spurs or the mighty New York Knicks. Scroll through the player stats at any time in the game to see your various team members' strengths and weaknesses, even down to their fatigue levels. Realistic? Oh yes.

Controls

L2	Play select
L1	Go to player
R1	Player name display
R2	Passing icons/international foul

Offence

●	Press and hold to shoot. Release at top of jump for best shot
×	Tap to pass. Use ←↓↑ to direct the pass
■	Tap while standing to fake a shot, while dribbling for a special move
▲	Tap while running for a short burst of speed

Defence

●	Tap once to jump. Tap again while in the air to swat the shot
×	Tap to select the player closest to the ball
■	Tap to attempt to steal the ball
▲	Tap while running for a short burst of speed

Additional features

The full game contains all 33 NBA teams, and a choice of 340 players.



Publisher: **Hasbro**
Style: **Retro game**
Program: **Playable demo**

Pong

Hasbro brings this, the grandfather of videogames, back to our screens with a little modern-day wizardry. Our demo features two of the many new levels available: one set in an ice world where penguins interfere with play, and another on a football pitch. Both can be played by up to four players. Prevent your ball going off screen by using ↑ and ↓ to move. Power-ups make the play more interesting.

Controls

×	Activate power-up
---	-------------------

Additional features

The full game will feature countless levels of rectangular fun.

Further information

See page 74 for a review.





This is the complete guide to using your demo disc



Publisher: Sony
Style: Soccer sim
Program: Playable demo

This Is Soccer

Another great playable soccer demo available for your perusal.

Controls

Attacking

- Short/medium pass. (Double tap)
- for a one-two
- Chip/long pass
- Shoot
- ▲ Button bash to sprint. (Hold ▲ to knock ball ahead)
- Through ball
- Shimmies/stepovers

Defending

- Block tackle
- Hook tackle
- ▲ Slide
- R1 Switch defensive player

These are the minimum number of basic controls that you need to play. There are tons of additional moves to discover – try double taps and tap-and-hold or keeping down R1 to see what happens.

Additional features

Among many other features, the full game includes an eight-player mode.

Further information

Pass to page 69 to get the full low down.



Publisher: Crave Entertainment
Style: RPG
Program: Playable demo

Jade Cocoon

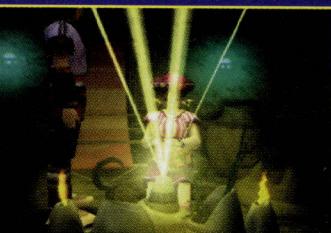
Begin the demo by talking to everyone in the village. Once you're done gassing, you'll hopefully know the full story of *Jade Cocoon* and what you've got to do. You should then go to bed for a while. Get up and get the key from the watch tower, then leave the village and go into the forest. Once in the forest you'll be confronted by numerous monsters.

Controls

- Displays detailed information
- Sends a message
- Select
- ▲ Quit
- Rearranges equipment
- R1-R2 Switches between pages

Control when moving in building or forest

- ▲ Move forward
- ◀ Turn left
- ▶ Turn right
- ▼ Move backwards
- Display Status Screen
- ▲ Run
- Run
- Converse, pick up things and open doors
- ▲ Run



Additional features

The full game provides countless hours of gameplay.

Further information

Flip back to page 76 for a review.

Rainbow Six

In this strategic first-person shoot 'em up based on Tom Clancy's thriller, your mission is to undertake Codename: Operation Sun Devil. US and Brazilian nationals have been kidnapped from a Horizon construction site deep in the Amazon rainforest. They are being held nearby, at the stronghold of one Ramon Calderon, a known drug trafficker. You must terminate Calderon's operation with minimum civilian losses. Your main objectives are to rescue the hostages and eliminate Ramon Calderon.

Controls

- Select Select map
- ▲ Jump
- Fire
- Crouch
- Reload
- Shift
- L2 Toggle autorun (sniper mode)
- R1 Look up (night vision)
- R2 Look down (centre view)



Additional features

In the full game you control a team of three crack commandos. You will need to complete 15 missions to reveal the full plot and discover why you are the world's only hope.

Further information

Turn back to PSM 28 (page 75) for our undercover look at *Rainbow Six*.

FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. Where's *Gran Turismo 2*?

A. As we mentioned last month, Polyphony decided the game needed more testing and decided against releasing it before Christmas. The most likely release date is now the start of February.

Q. Any chance of *Pokémon* coming to the PlayStation?

A. *Pokémon* is owned by Nintendo. There's about as much chance as Sonic or Mario appearing on the PlayStation, or Spyro and Crash on the N64. We think *Pokémon*'s rubbish, anyway.

Q. What's going to happen to the magazine when PlayStation2 is launched?

A. Be assured *PSM* will not be abandoning PlayStation, and we'll continue to cover the PS2 in detail with all the latest news from Sony Japan. Stay tuned for more news on our PS2 plans.

Q. Will you be able to plug old controllers into PlayStation2?

A. Yes. PlayStation2 will come with a new Dual Shock controller with fully analog buttons and 256 different positions, but you will be able to use all your existing peripherals with PS2.

Q. Can you give cheats over the phone?

A. We're sorry, but we've got a magazine to produce and can't give out cheats over the phone. You can email or post questions to Richie Young for our Any Questions? section, or if your situation is urgent, please call the Powerline on 1902 262 662.

Q. When is my Platinum game going to arrive?

A. Please call our subscriptions department on 1800 252 515 if it hasn't arrived within 60 days of placing your order.

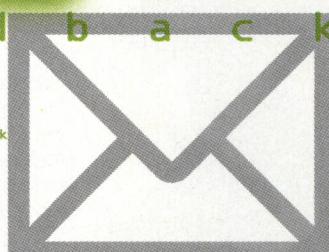
Q. Can you send me any spare games you have lying around?

A. Err, no.

feedback

feedback feedback feedback feedback feedback feedback

a c k f
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Send your thoughts to: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028. Or email playstation@acp.com.au

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feedback feedback feedback feedback feedback feedback feedback



No, it's not. We recommend you play it anyway. Just keep a bucket handy. And just wait until you have your first *Quake* dream!

Drop Out

I am one of the many devoted readers of *PSM*. I read everything, including every letter published and the page numbers! Your coverage of the Tokyo Game Show and PlayStation2 was really great. When the PlayStation2 is released, will the original PlayStation price drop? Will developers still be making great games for the PlayStation, or will they be wrapped up with the PlayStation2?

Richard Phillips, NSW

PSM believes a price drop for the PlayStation console this year is likely – already some stores are selling it below \$199. This should be seen as a great thing, as the bigger the PlayStation market in Australia becomes, the longer the format will be supported by top-quality games. There are now over 70 million PlayStation consoles sold around the world. This, coupled with PS2's backward compatibility, ensures high-quality PlayStation games will be released long after the PS2 has landed.



was in it, but boy – was I shocked!

It was more expensive than *PSM* and it was the worst magazine that I have ever read! The first magazine that I bought of yours was issue 22 and it was love at first sight. I have all the issues after that.

Now, I just need to know one thing – will PlayStation2 have a gun peripheral (like the G-Con 45) that you'll be able to buy? Cheers.

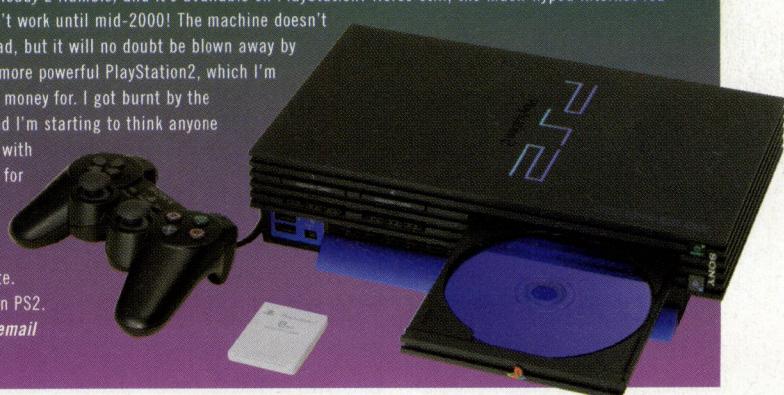
Simon Shewchuk, NSW

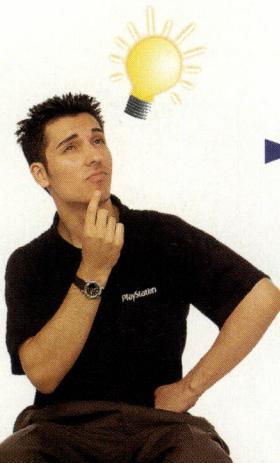
GOOD SHOUT

Couldn't help but giggle at the debacle that has been the Dreamcast launch in Australia. I think they've had three different launch dates, and when the machine finally hits the stores, months and months late, you can't buy any

games for it because of some production problem! The only decent game you could buy on the launch date was *Ready 2 Rumble*, and it's available on PlayStation! Worse still, the much-hyped Internet feature doesn't work until mid-2000! The machine doesn't look too bad, but it will no doubt be blown away by the much more powerful PlayStation2, which I'm saving my money for. I got burnt by the Saturn, and I'm starting to think anyone who parts with their cash for a Dreamcast will suffer a similar fate.

Bring on PS2.
John, via email





► **All PlayStation peripherals, including the G-Con, will work with PlayStation2, and no doubt there will be many new ones released.**

Jason's Grievance

I hate it when retail stores sell games dearer than they are supposed to. This really pisses me off. That's all.
Jason Grieve, NSW

Umm, don't buy them.



Crime and Punishment

I would just like to say that I am sick of parents using the PlayStation as a convenient way to punish their children. It's like "Hey, your teacher called and said you aren't

doing your homework. No PlayStation for a week/fortnight/month."

I'm really getting sick of it 'cos if I keep getting banned I'll never finish *FFVII*! Oh yeah, your mag rocks, blah blah blah!

Doyle, NSW

Might we suggest you try actually doing your homework...

Cheats Sometimes Prosper

Firstly, thanks for a great magazine. I have only recently started purchasing it, but have come to rely on you guys for the latest lowdown on all things PlayStation.

I'm writing in response to Stephen Warren-Smith's letter where he 'rages' about pirates and cheats. I would like to say that I do not have a 'chip' in my machine and enjoy supporting the games manufacturers as it is only in this way that we will see bigger and better games. I realise they can be expensive, so why not rent first and make more selective choices?

However, when it comes to using cheats I have to dif-

fer in my opinion. I enjoy playing but it can be frustrating to players who are not quite as good as you are, Stephen, to find themselves stuck in various places. I've used cheats, and in some games more than others.



(The last level of *Driver* was impossible without it if you ask me!) Give people the option, they don't have to use them.

Oh, by the way, I went all the way through *FFVII* without cheats and am on my way now to pick up *FFVII*!

Thanks for letting me vent my spleen.
Andy Golledge, Qld

Aussie Football Loonees

To the *PSM* gang, howdy. In one of your older issues there was a person asking for cheats to *AFL*. I was fiddling around with my copy today and discovered something. It's not actually a cheat, more of a stupid

joke. Enter into an exhibition match and select the two teams you wish to play with. Once selected, enter the stats bar of either team. Select the overall option and a screen will appear showing the team's stats on



average. You are able to fiddle around with the team stats and make the team invincible or useless. Now for the best part: Go to the height option and move the bar as far to the left as it will go. You will have a full squad of pint-size players that are smaller than the actual ball. When kicking the ball, they manage to get a 50-metre kick out of their tiny bodies. It's also quite amazing when they flatten an opposing team member who's two metres taller than them. I recommend that you leave your controller neutral before the match and watch two teams of tiny tots slog it out with no human intervention. This

ask nino

Sacred PlayStation master Nino brings enlightenment to the gaming faithful.

Q. 1. Are any of the old *Star Wars* games any good?

2. How much will PlayStation2 cost?

Nathan Barker, Vic

R. 1. Not really. *Dark Forces* is a reasonable *Doom* clone, but *Rebel Assault 2* and *Masters of Teras Hasi* are lame.

2. PlayStation2 is likely to be priced between \$700-\$800 in Australia.

Q. Can you please recommend a good steering wheel? I want something ultra-realistic!

Steve Smith, Old

R. We like the Interact V3 best.

Q. I have just heard a rumour that Square is about to release *Parasite Eve*. Is this true?

Philip Minino, Old

R. Do you mean in Australia? No, it's not true. The game sold poorly in the US, it won't be converted into PAL format. No big loss, *Silent Hill* and the *Res Evil* games are way better.

Q. Do you know if there'll be a *Matrix* game? What about a *Simpsons* game? And do you know anything about the *Final Fantasy* movie?

Brendan Carterrose, Old

R. There will be a *Matrix* game in the distant future (see *News*) and a *Simpsons* bowling game out in the next few months. The *Final Fantasy* movie will be released next year, and is entirely computer generated by Square.

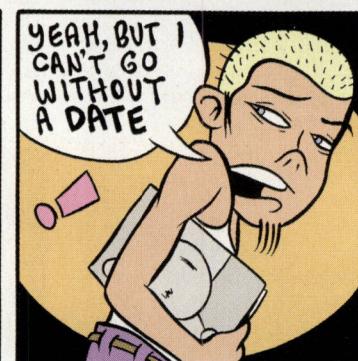
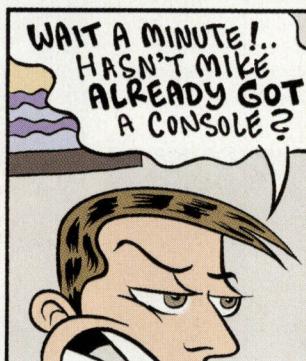
Q. Will *The World Is Not Enough* be made into a game?

David Du, via email

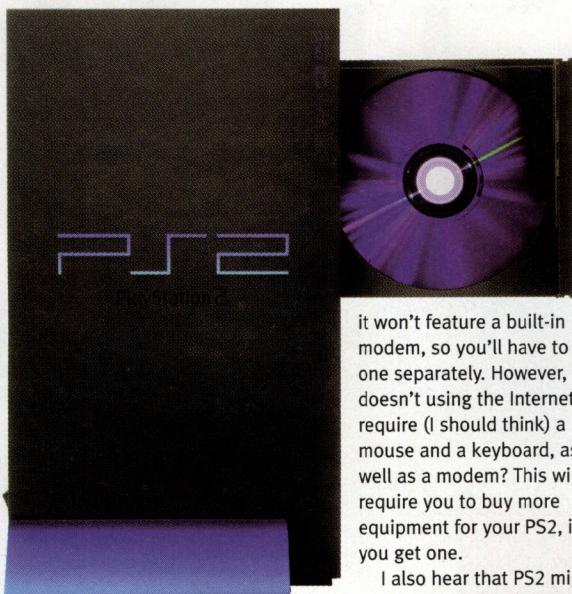
R. Yes, EA, who brought us *Tomorrow Never Dies*, has the licence. *PSM* expects developer Black Ops will again get the job.



THE JOY CAD



by anton



option is best when you change the camera option from tower to cable.

Also, any news on *AFL 2000*? And was the PC version of *AFL 99* any different from the PlayStation one?

Nev, via email

We thought that playing with midgets or giants was also pretty funny, Nev. No news yet on another *AFL* game, but as PlayStation *AFL* was actually based on the PC's '98 version, it's possible. There were only minor improvements in PC *AFL 99*, though.

Is the PlayStation2 PC?

What I've heard so far about PlayStation2 seems excellent. Powerful graphics and speed, Internet capabilities and DVD. But has anyone seen a problem with this?

The PS2 is going to have Internet capabilities, but

it won't feature a built-in modem, so you'll have to buy one separately. However, doesn't using the Internet require (I should think) a mouse and a keyboard, as well as a modem? This will require you to buy more equipment for your PS2, if you get one.

I also hear that PS2 might come with a hard drive so you can download stuff from the Net, view it and so on. I'm sure there will be many more new peripherals out there for PS2.

Sony says the PS2 will initially be priced around AUS\$700, like the first PS was. But if you want access to the Net, you'd have to fork out more money, wouldn't you? To me, the PS2 is becoming more like a PC.

Before you know you'll be able to do word processing, web page creation, etc.

I'm not saying all this is a bad thing, but for some people it could be. If you have a PC already, you would know that you have to upgrade to keep up with the standards.

If my theory is right, and that future consoles will eventually evolve to become like PCs, then many of us

will be spending lots of money on these machines just to keep up to date. I don't want this to happen to PS2 and future consoles.

I may be wrong about this whole thing and embarrassing myself, but what the hey, I gotta get it off my chest.

David, via email

You won't have to spend another cent on your PS2 if you don't want to, and no one's going to laugh at you while you are playing the best games ever released. And at \$700, the PS2 is a steal, given that it's much more powerful than state-of-the-art PCs currently costing \$5000. Sony says the Hard Drive/Cable Internet upgrade for PS2 will be available in 2001, and it will certainly hit the PC market hard. Microsoft knows this, which is why it is considering entering the console market. PCs are just too bloody complicated and expensive to be a mass-market item, but the PS2 could find its way into most homes because it is cheap, easy to use, offers amazing power and will do everything most people want from a computer – play games and access the Internet. So rather than consoles becoming like PCs, we think PCs will actually become more like consoles.

Poor Tactics

Well, I see we can look forward to *Resident Evil 3*, *Cool Boarders 5*, *Gran*

Turismo 7, *Crash Bandicoot 12*, and so on. Even worse we have *Lucky Luke*, *Space Invaders*, and *Bass Fishing*.

But, we can't get *Final Fantasy Tactics* on PAL, just because the Yanks didn't take to it. I saw one UK mag gave it a rating of over 90% on import. I can't believe that anyone thinks *Space Invaders* or *Asteroids* (or for that matter *Chocobo Racing*) would sell better than *Final Fantasy Tactics*.

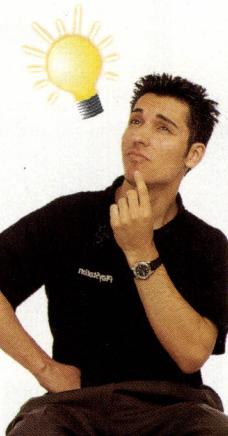
Ho hum.

TRD, via email



The funny thing is that *Space Invaders* and *Asteroids* sell miles better in PAL territories than *Final Fantasy Tactics* ever would. Blame your fellow gamers who just don't seem to appreciate role-playing games. Whether companies release titles on the PAL format is purely an economic decision. That said, there are some more great RPGs on the way, and more gamers are appreciating them.

*By the way, we like *Chocobo Racing*!*



ask nino

Q. Do you know where I can find info on the up-coming *Dick Johnson* game? I hear it might come out on PlayStation.

Rhys, NSW

R. We doubt whether it will come out on PlayStation, and looks pretty shabby on the PC. Buy the upcoming *Toca World Touring* instead, which will allow you to drive the mighty Bathurst circuit.

Q. I read that there will be a Squaresoft office in Europe. What advantage does that give to us gamers living in Australia? Perhaps it means we'll get *Chrono Cross*, *Legend Of Mana* and other upcoming Squaresoft titles. If so, that'll be great!

Anthony, NSW

R. Still no word on the titles you mention, but Square setting up in Europe is definitely great news for Australian gamers, as it shows a real commitment to the PAL format.

Q. I have just finished *MGS* and read in the manual that there is a soundtrack to the game. I have done a bit of ringing around and heard the only way to buy it was getting the Collectors pack.

Con, via email

R. It was available in the Collectors pack, but you won't find it anymore. We're sure music stores in Australia wouldn't stock it. The only chance you'd have is importing a copy from Japan – maybe from a mail order Web site.

Q. I am wondering when we might see a playable demo of *Silent Hill*?

Stephen McPherson, RCT

R. An exclusive *Silent Hill* demo, different to the one included with *Metal Gear Solid*, will be part of a fantastic Horror Demo Disc available with the next *Official Australian PlayStation Collection*, out soon.



RAGE AGAINST THE MACHINE

I've got a beef with the game developers. I'm a 28-year-old mother and a PlayStation fan. I love *Devil Dice*, but it seems that there aren't any games being made to suit women like me. It pisses me off that I have money to spend but nothing to buy unless I go and buy a Nintendo. I reckon the developers should address late 20s women before we give up and find another form of entertainment.

Sharyn Parsons, SA



It's certainly a valid point that as the PlayStation audience widens, developers need to better cater for all ages and tastes. But don't buy a N64, it's dying. Make sure you check out the *Bust a Move* series, *Horusi*, *The Next Tetris*, *Hula World* and *Super Puzzle Fighter 2* all fun puzzle games.

next month

on sale january 26

THE FIRST REVIEW!

GRAN TURISMO 2

FINALLY IT'S HERE!
TAKE A LOOK UNDER
THE BONNET WITH PSIII

EVERY
NEW GAME
REVIEWED
AND RATED



MASSIVE PREVIEW!

2000

THE SHAPE OF PLAYSTATION
THINGS TO COME AS PSX
MEETS Y2K

PLUS!

PSM talk PlayStation with Garbage
How to be the best at *Wipeout 3*
Blair Witch Project on PlayStation
The 100 best PlayStation games ever
DJ Antman teaches you *Music 2000*
And more on PlayStation 2

On the disc

Toy Story 2 - Playable
U-Rally 2 - Playable
Sled Storm - Playable
And many more playable demos!
Plus a brand new cheats service - pop
in a Memory Card and download
our brilliant cheats!

it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Samurai was sent to us from David Copeman of Queensland, who wins the innovative fighter *Shao Lin* from GT Interactive.



Tomb Raider: Final Showdown is from Chris Searl in Victoria.

Aaahh Real Monsters by Rebecca of Queensland.

Mark Payne of Queensland sent us the mouth-watering *Attack of the Killer Pythons* game concept.

This game is sick. It's called *Mass-acre* and Matthew Dunn from Queensland dreamt it up...

THE AIM OF THE GAME

There are two modes of play, both set in history when brave *Samurai* warriors were regarded with high esteem. In one mode you're an aspiring teenager wanting to protect Japan from attack, and the other sees you as a general commanding an entire army.

Lara finds herself in an Australian adventure. Yay! Her mission Down Under is to stop a nuclear missile from colliding with Parliament House and rescue our beloved politicians...

This game would be based on the cartoon of the same name and your job is to save your friend Gromble from Simon the Monster Hunter. He has captured Gromble and plans to expose him to the world. Stop Simon!

This is a lot less sugar-coated than you think. A snake-riddled town called Latterville has begged for your help because of your snake killing expertise. And no, you can't eat your way through them either; you carry a swag full of weapons.

Put simply, you must kill as many people as you can without getting busted by the cops.

HOW TO PLAY

As a teenage warrior trying to defend your country, *Samurai* takes on an RPG style of gameplay. If you play as the army general, then *Samurai* becomes a real-time strategy epic! Talk about lifespan-plus...

This would become the fifth installment in the *Tomb Raider* series. Chris has cast himself as Lara's boyfriend. Together they defeat enemies and get about in helicopters, jet skis and exotic cars while saving Australia's butt.

You are on a one-player mission. You must travel the city sewers and streets to find Simon so that you can scare the living daylights outta him! This is the only way to save Gromble. Eat trash for energy and finish the level by flushing yourself down the loo!

Basically, you walk around town bashing and slaughtering anything that may slither your way. There are 12 levels and 17 snake-killing weapons to collect along the way. Killing certain snakes requires particular weapons.

This game would be a cinch to play. The hardest part is choosing your character. There are a whole bunch of 'em, including infamous serial murderers like Charles Manson. After you've chosen your character, kill anything that moves.

THE PSM VERDICT

Sounds like a pretty big game, Dave! If all these aspects were included and done well, then *Samurai* would be big and beautiful. Maybe this could become an early PlayStation 2 game?

9



With all that expensive and fancy machinery, this sounds more like an elaborate and romantic holiday in our Nation's capital than an epic adventure of rescue and survival. Anyway, good luck to you Chris – and give Lara a kiss on the cheek for us.

8



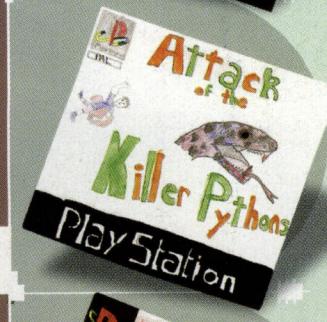
Not a bad plot line and cool characters, but the gameplay itself is somewhat flawed. From what we gather, the game would lead up to a single final showdown with Simon. The game would be stronger with more challenges and end-of-level bosses.

6



Twelve whole levels of killing? A smaller version of this game with more challenges might be better; you'd less likely become bored with the repetitiveness of just moving through levels and completing the same tasks.

6



Mass-acre is a little disturbing to say the least. The Office of Film and Literature Classification plans to give *Mass-acre* the golden stamp of approval and a General rating when hell freezes over.

4



famous lastwords

grinspoon

"*Tony Hawk's Skateboarding* rules, man. It's sick dude! I'm the king of that!" Phil Jamieson of Grinspoon is oozing with enthusiasm. Phil loves being the lead singer of one of Australia's most prominent bands, and he damn well loves his PlayStation.

Grinspoon hail from the northern NSW town of Lismore, although they now find themselves as seasoned globetrotters, playing to massive audiences and supporting the world's biggest bands.

Despite their new fame, Grinspoon remain humble and consider their grey box as an integral part of their luggage. "Yeah, the PlayStation comes on tour with us. On the road... Up the back of the tour bus, in our van - we're always playing it. Especially in the US, we played a lot of PlayStation over there."

Tough and heavy - Grinspoon are imposing musically. They've earned themselves a strong

reputation. Their knowledge of PlayStation and videogames is equally impressive.

Phil explains that spending so much time overseas can take its toll. "Touring can really take it out of you. Sometimes we need to chill, so we take time out and play the PlayStation."

So which games went on tour with Grinspoon? "Oh man, we love the *Cool Boarders* games, the *Resident Evils*, *Spyro* and *Everybody's Golf*. I really got into *Driver* for a while too, but the 'President's Run' at the end, that's f**king hard! Kris (drums) is an absolute Lara Croft freak. I'm just into any-

thing that entertains. But *Tony Hawk* man, that's been my latest conquest and is the game of the year! I've finished it with Elissa, so I'm already waiting for *Tony Hawk 2*. It was fairly easy, but some of the hidden tapes were a real bitch!"

Phil has been playing videogames for years. Growing up though, Phil never owned his own consoles but in his words, "...played a 'shitload' at mates' houses! *Cool Boarders* started my PlayStation passion, but it ran way back to the days of Sega and the first Sonic game. Way back when *Doom* first came out, I played PC too. And *Doom* still

sells. I can't believe it - it's like the oldest game!"

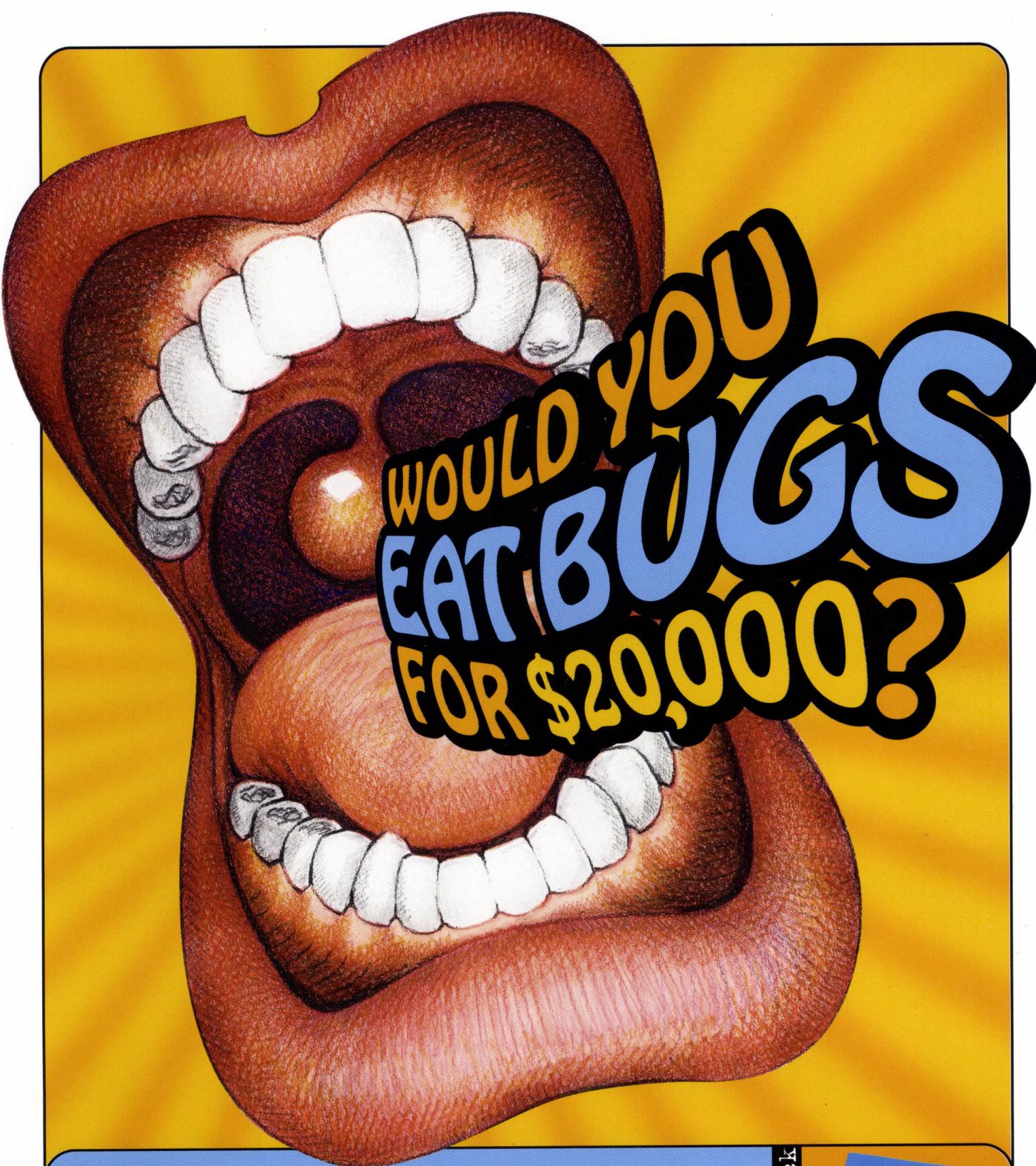
Grinspoon have been lucky enough to combine two of their favourite pastimes into one project recently.

"One of our songs, *Champion*, is on the soundtrack of *Championship Motocross featuring Ricky Carmichael*. That was pretty cool for us. It's definitely something we would be interested in doing again..." PSM has their fingers crossed, too.

Grinspoon has just released their second album, *Easy*, and will be performing at the Big Day Out, which kicks off later this month.



PHOTOGRAPH BY SOPHIE HOWARTH



WOULD YOU EAT BUGS FOR \$20,000?

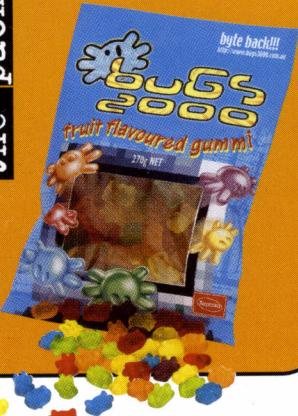
The Millennium Bug? What's it got to do with me? I'm a kid, it's not my problem. Well buddy, you thought wrong.

Forget what mum told you. **Eat bugs.** Lots. Unless of course, your PlayStation means nothing to you, you're ready to kiss your hi-fi good bye and watch your TV blow up. **Don't stress.**

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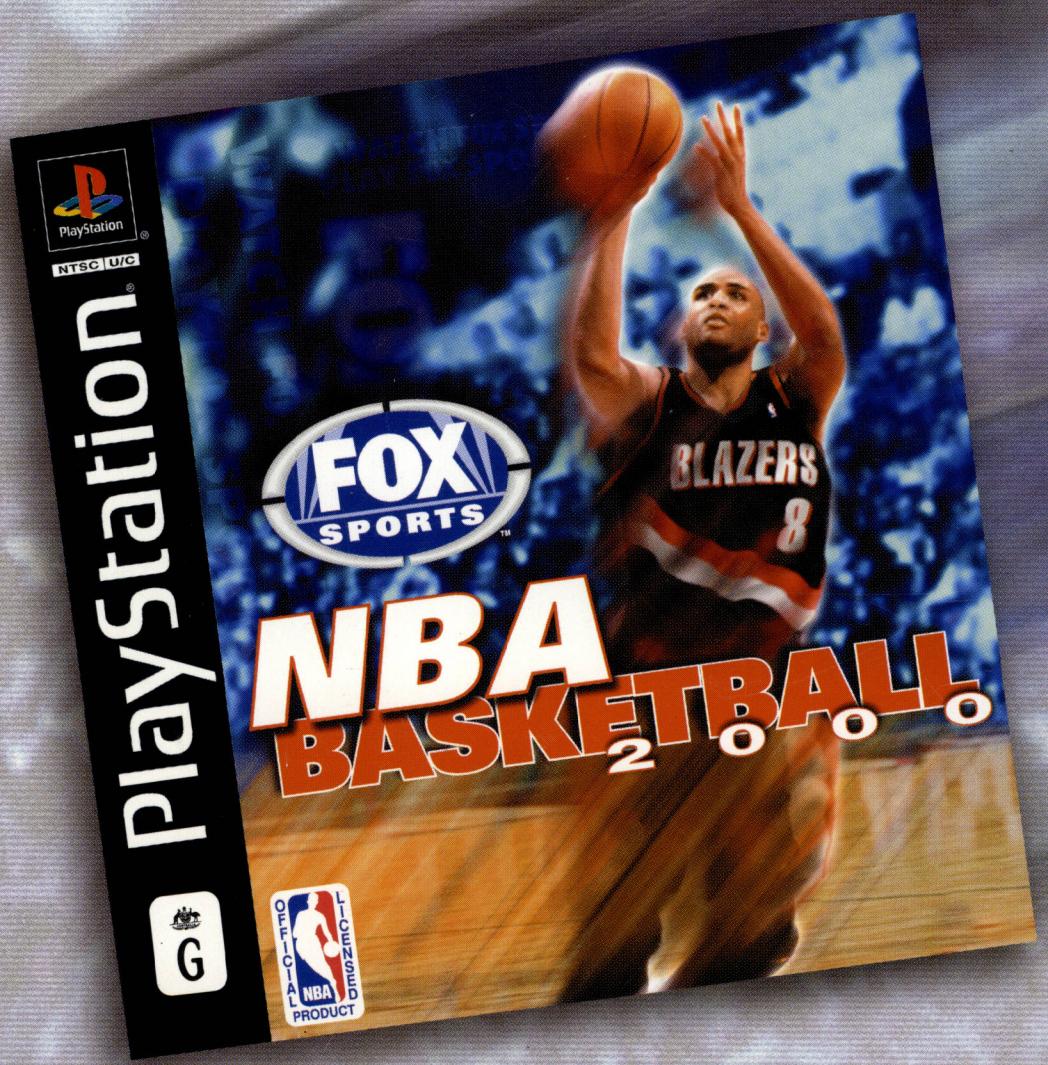
Check out our website at <http://bugs2000.kenmankandy.com.au>

the pack



Competition opened 14/6/99. Entries close for each monthly draw last mail received 14/7/99, 15/8/99, 14/9/99, 14/10/99, 14/11/99, 15/12/99. All entries received by last mail 15/12/99 will be included in the major prize draw. Entry open to residents of Aust & NZ. One prize pool. NSW Permit No TC99/3645, Vic Permit No 99/1149 issued 30/4/99, ACT Permit No TP98/3542, NT 99/1136, SA T99/1379. Pure Creative KK002

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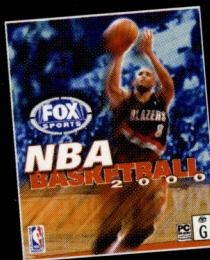
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